

The logo consists of the lowercase letters 'iam' in a white, sans-serif font, centered within a solid black circle. The background of the entire poster is a hazy, greenish-yellow sky with silhouettes of industrial buildings and cranes.

iam

DISMANTLE REPAIR™

A 16-player LAN team
game produced by the
Columbia College Chicago
Game Studio 2009
Senior Project class.

Columbia 

COLLEGE CHICAGO

WARNING:

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physicians before playing. **IMMEDIATELY DISCONTINUE** use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
 - altered vision
 - eye or muscle twitches
 - loss of awareness
 - disorientation
 - seizures
 - convulsions
-

MINIMUM SPECIFICATIONS

PC System Requirements:

Windows 2000/XP

- Pentium 1.4 Ghz w/ 1 GB RAM
- OpenGL or DirectX 8 3D Graphics Accelerator
- 1280 x 800 Capable Monitor
- Local Area Network (required for play)



RECOMMENDED SPECIFICATIONS

PC System Recommended Specifications:

Windows XP/Vista (see below)

- Intel Core 2 Duo 2.0 Ghz w/ 3 GB RAM
- DirectX 9 Compatible 3D Graphics Accelerator
with 512 MB of video RAM
- 1280 x 800 Capable Monitor
- Local Area Network (required for play)

NOTE: Under Windows Vista, run the game executable as an Administrator, or change the security permissions for all the files in the game folder to Full Control for the User account.

DISMANTLE REPAIR

TABLE OF CONTENTS

Story	4
How to Play	5
Controls	5
Interface	6
Playfield Map	7
Game Setup	7
Construction/Deconstruction	8
Classes/Abilities	9-11
Credits	12



Interactive Arts + Media

Columbia 
COLLEGE CHICAGO

School of Media Arts

STORY



Dismantle Repair involves the struggle between two opposing factions: the Infected and the Non-Contaminants. The planet has been covered with a thick cloud layer. Radiation and electrical storms hang heavy in the clouds; the remnants of a nuclear mishap have left the planet uninhabitable by normal people. Vital personnel and military units have all been

evacuated, leaving only scattered groups of civilians (Non-Contaminants). These last remaining people struggle to find any way off the doomed planet. Their only hope is to establish contact with emergency rescue ships orbiting the planet. The dense radiation and electrified cloud layer renders all conventional weapons and standard communication methods useless. The only means of sending out a distress beacon is to build structures above the hazardous clouds.

However, not everyone is trying to be rescued. Radiation poisoning has adversely affected nearly half of the remaining population. They have been physically and mentally infected to the point where they must rely on radiation to stay alive. The goal of the Infected is to harness and dispense more radiation throughout the planet. Similar to the Non-Contaminated team, the Infected want to use the energy of the electrical storm to power their radiation emitters. Both sides race to build their towers the fastest as the electrical storm can only benefit one team.



HOW TO PLAY

As part of either the *Infected* or *Non-Contaminant* team, your objective is to build a tower atop your base platform. When your tower reaches the fifth level, your team wins. To build the tower, collect resources by finding discarded and destroyed objects scattered across the terrain. Your DMT device *downloads* the object (left-mouse click) and converts it into raw material. (You can only have 4 objects downloaded at one time). When you return to your base and *upload* the object the DMT converts it into a *building block* that you can stack. (Shift + right-mouse button). When you have a stack of building blocks eight high, another tower level is created. You can also build small towers on class monument bases that unlock special class abilities. (Watch for the white icons). Remember, you can steal your opponent's building blocks and reduce the size of their tower.

Command	Default Button
W	Move forward
S	Move backwards
A	Move left
D	Move right
C	Change Class (at monument or tower)
Left Mouse Button	Fire/Activate/ Download +SHIFT to Upload
Right Mouse Button	Class Ability
Mouse wheel Up	Previous Ability
Mouse wheel Down	Next Ability
Spacebar	Jump
Tab	Playfield Map
ESC	Quit Game
R	Respawn (when incapacitated)
1	Class Ability #1
2	Class Ability #2
3	Class Ability #3
F	Change selected block
Page Up	Position block closer during upload
Page Down	Position block farther away during upload



INTERFACE



A - Ability Selection: Select active ability with the mouse wheel.

B - Team Tower Integrity: A numeric value that represents how stable each tower is. Too much weight will collapse the tower.

C - Download Meter: The time it takes to transfer a world object to the DMT. Upward arrow is upload, downward is download.

D - Databank/Block Display: Slots that display the number of blocks you can download into your DMT. The block's weight and composition is also listed here. Use the [F] key to change current block.

E - Crosshair: When you try to upload a valid object it turns green.

L - Team Identification

M - Class Identification

N - Selected Ability: The cool down time of the active ability

O - Latency Meter



PLAYFIELD MAP



- F – Ally Marker:** Shows teammate locations
- G – Base Locations**
- H – Class Monument Locations**
- I – Enemy Base Integrity**
- J – Team Identification**
- K – Player list**

GAME SET UP

CREATING A GAME

To host your own game on a LAN, click Begin Game from the title Screen

- Click Create Server.
- Choose a server name and a player name.
- Choose the level you want to play.
- Click create and begin playing.

LAN PLAY

To participate in a LAN game, click Begin Game from the title screen.

- Click Find Server.
- Wait for server list to refresh.
- Find the server you are looking for.
- Click join server and begin playing.



CONSTRUCTION/DECONSTRUCTION

Construction and Deconstruction in *Dismantle Repair* are the ways in which players, and therefore teams, complete the necessary requirements to meet the game's winning condition: complete the final tier of their tower.

Construction/Deconstruction utilizes four key mechanics: Building Blocks, the Foundations, Structural Integrity and Fortification.

Building takes place on pre-determined team based foundations. The blocks used to build the team's tower are placed around the map, and can also be found as inanimate objects, such as: car, rubble, and freeway divider. To turn these objects into useable blocks, they must be downloaded using the DMT.



Downloading

To download, the player must initiate download/upload by aiming at a world object and holding down **left click**. If the reticule turns green, the player may download the object. If the reticule turns red, the object cannot be downloaded. Once initiated, the player must wait while the object is converted into the DMT.

Uploading

To upload, the player must initiate upload by holding down **shift** and then holding down **left click**. Once activated, a "ghost" block will appear to help the player guide the block to the location they wish to upload to. If no "ghost" block appears, the player cannot upload the block to that location.



CLASSES/ABILITIES

ARCHITECH: The Architect is the default class. Its primary role is to gather materials and bring them back to the tower. However, armed with Power Punch and Invigorate the Architect is a formidable foe on the battlefield and is more than capable of defending him/herself.



Power Punch: A melee attack that smashes enemy players. Uncharged, it disorients the enemy player for 3 seconds. When charged for 5 seconds, Power Punch incapacitates on contact.



Invigorate: Boosts the movement speed of the player and any nearby allies for a limited time.

FIELD SURGEON: The Field Surgeon is the battle medic of Dismantle Repair. Although the Field Surgeon cannot incapacitate, he/she is the only class that can revive incapacitated players and cure teammates affected by enemy abilities.



Nano-Injection: Can revive incapacitated players or remove any negative status effects including Disorientation, Snare, Sticky Mines, Scramble Virus, and Torch Burst.



Rage: A violent outburst that sends the Field Surgeon into an unstoppable rage. During this time the Field Surgeon is completely invulnerable.



Nano-Stimulant: Bestows another player's DMT with a single instant download. Allies can only be "stimmed" once every 2 minutes.

WELDER: The Welder is a master of tower fortification, working to strengthen the tower as well as prevent enemy players from stealing blocks. The Welder is the only class that can fortify his/her team's tower, effectively making the tower significantly harder to dismantle. Through mastery of the welding torch, the Welder is capable of turning a simple tool into a devastating weapon.



Weld: With his torch, the Welder can fuse blocks together. This defensive maneuver forces players to cut the welded blocks before they can be downloaded.



Torch Burst: A melee attack using the welding torch to blind or even incapacitate the enemy. If uncharged, Torch Burst blinds the targeted enemy for 3 seconds. If charged, Torch Burst lights the enemy on fire. In order to douse the flames of a Torch Burst attack, the afflicted player must find a Field Surgeon as soon as possible or become incapacitated.



Hot Block: A short-range infusion that heats a single block for 10 seconds, making it unable to be downloaded by any player. If another player (friend or foe) tries to download the heated block, they are instantly incapacitated.

TECHNICIAN: The Technician is a master of deception and explosives. After years of studying remnant technology, The Technician has honed his/her skills with explosives and electronic warfare with deadly results.



EMP/Pulse Mine: A pulse or EMP mine that can be placed on the ground or on the walls of buildings. Mines detonate if an enemy player comes within its detonation radius.

- **EMP Mine:** Uncharged, the Technician can throw up to 3 EMP Mines that snare enemies who run over them.
- **Pulse Mine:** Charged, the Technician can throw up to 3 Pulse Mines that disorient and knockback enemies who run over them.



Sticky Bomb: Places a sentient high density explosive on a targeted enemy. The Sticky Bomb remains stuck to the targeted player until it explodes. The explosion is lethal enough that any player caught in its radius becomes incapacitated. In order to remove this deadly device the afflicted player must find a Field Surgeon as soon as possible or be incapacitated.





Scramble Virus: Infests the targeted player's bio-circuitry with vicious nano-machines. The nano-bots reverse all of the afflicted player's movement controls for 10 seconds (unless cursed by a Field Surgeon).

VANGUARD: The Vanguard is a powerhouse of destruction. Through rigorous military discipline and advanced plasma technology, the Vanguard strikes fear into those who see it on the battlefield. What the Vanguard lacks in utility, it makes up for in raw firepower.



Energy Cannon: Fires a plasma sphere that incapacitates an enemy player on contact. Due to the sheer power it takes to fire the Energy Cannon, the firing sequence cannot be stopped once activated.



Snare: Allows the player to shoot a sticky projectile that entangles the player's legs. The snare greatly reduces the run speed of the affected player. Snare can be removed by visiting your local Field Surgeon.



Energy Spike: A plasmatic spike of pure energy that emits from the Vanguard's fist. This brutal melee attack incapacitates its target on contact. No known alloy has been able to withstand the sheer stopping power of the Vanguard's Energy Spike. Due to the Energy Spike's unstable nature, once it comes in contact with an enemy player it explodes into fragments and is not useable for a short period of time.



Columbia College Chicago
School of Media Arts
Interactive Arts and Media
presents

DISMANTLE REPAIR

Game Studio, Spring 2009
Senior Capstone Project

Project Management/Oversight : Tom Dowd, Dr. Joseph Cancellaro (faculty IAM)

Original Game Design by: Andrew Bold, Allen Fairbanks, Barry Burce, Todd Blackwell

DESIGN TEAM

Ryan Batten Warren Berckmann Zane Beyer Todd Blackwell Andy Bold Barry Burce
Ben Cabot Donovan Dansbery Allen Fairbanks Cindy Miller Nick Moran Jeremiah Pitman
Khalil Wehbi

Lead Designer: Andy Bold

Level Design Coordinator: Cindy Miller

Scripting Coordinator: Ryan Batten

Gameplay Coordinator: Zane Beyer

QA Coordinator: Jeremiah Pitman

Gameplay, Localization, and User Experience (QA): Zane Beyer, Todd Blackwell, Jeremiah Pitman

Documentation: Ryan Batten, Warren Berckmann, Zane Beyer, Todd Blackwell, Nick Moran, Jeremiah Pitman, Khalil Wehbi

Level Design and Building: Warren Berckmann, Donovan Dansbery, Allen Fairbanks, Andy Bold, Cindy Miller, Nick Moran, Khalil Wehbi

Mission/Visual Effects Scripting: Ryan Batten, Ben Cabot, Allen Fairbanks, Cindy Miller, Khalil Wehbi

Interface Design: Barry Burce, Ben Cabot

Localization Translation: Lauren Reed

Design/Development Tools

Torsion (Torquescript IDE) (Sickhead Games), Constructor (GarageGames)

PROGRAMMING TEAM

Zach Breman Johnathan Marsh Jeremy Kahn Morgan Robertson Brian Smith Luke Stebner

Lead Programmer: Brian Smith

Game Engine and Tools: Zach Breman

Game Interface: Jeremy Kahn

Technical Art Pipeline: Morgan Robertson

Game Programming and Scripting: Jeremy Kahn, Johnathan Marsh, Brian Smith, Luke Stebner

Development Tools

Torque Game Engine Advanced 1.7.1 (GarageGames), Microsoft Visual Studio 2008, Torsion (Torquescript IDE) (Sickhead Games)

ART TEAM

Noura Bandar Adrian Gonzalez-Perez Brendan Gouletas Dan Hoskins Vince Schaefer
Jared Thebeau

Lead Artist: Brendan Gouletas (with Vince Schaefer)

Motion Capture Supervision: Brendan Gouletas, Dan Hoskins



Motion Capture Cleanup: Noura Bandar, Adrian Gonzalez-Perez, Brendan Gouletas, Dan Hoskins, Vince Schaefer

Motion Capture Actors: Ashley Simmons, Rein Stinson

Technical Art Pipeline: Jared Thebeau, Dan Hoskins

Character Creation: Adrian Gonzalez-Perez, Brendan Gouletas, Jared Thebeau

Character Animation: Noura Bandar, Dan Hoskins

Environmental and Object Creation: Noura Bandar, Adrian Gonzalez-Perez, Brendan Gouletas, Dan Hoskins, Vince Schaefer, Jared Thebeau

Additional Art Assets (used under License)

Aste Combo Packs 1 & 2 (Timothy Aste/GarageGames), RRGTS Combo Pack - Really Really Good Things Studio (GarageGames), FPS Environment Pack - Shapes and Lines (GarageGames), Urban Pack - Free Form Digital (GarageGames), Arcane FX Combo Pack for TGEA - Faust Logic (GarageGames)

Development Tools

Maya 2008 (Autodesk), MotionBuilder (Autodesk), "Hawk" Motion Capture System (Motion Analysis), EVaRT (Motion Analysis), Showtool Pro (GarageGames), Houdini Apprentice HD (SideEffects Software), Z-Brush (Pixologic)

SOUND TEAM

Sound and Music

Anthony Tretter

Development Tools

Acid (Sony), ProTools (DigiDesign), SoundForge (Sony)

Additional Music

"Cryptoplanets" (Dynamedion/Twisted Music. Used Under License)

PROJECT SPECIAL THANKS: John Lomax, Steven Crump

COLUMBIA COLLEGE CHICAGO

Dr. Warrick L. Carter, President

Allen M. Turner, J.D., Chair, Board of Trustees

School of Media Arts

Doreen Bartoni, Dean
Alton Miller, Associate Dean

Interactive Arts and Media

Annette Barbier, Chair
Nikki Nolin, Associate Chair

Faculty

Janell Baxter Dr. Joseph Cancellaro Tom Dowd Jason Geistweidt Dave Gerding
Andrew Hicks Patrick Lichty Mirella Shannon

Facilities and Technology Staff

Huey Lewis Jeff Meyers Brian Neilsen Morgan Robertson Mark Quilhot

Departmental Staff

Margo Dumell Mindy Faber Sallie Gordon Terrance Haunamen

This game powered by:



<http://www.garagegames.com>





DISMANTLE REPAIR

Columbia 
COLLEGE CHICAGO

Dismantle Repair game and User Manual
Copyright 2009 Columbia College Chicago Game Studio 2009
All Rights Reserved. Some content used under license.
See accompanying license for distribution restrictions

<http://www.colum.edu> <http://iam.colum.edu> <http://game.colum.edu>
info@iam.colum.edu



Interactive Arts + Media

