

Steps to playing the Tech Demo:

Walk over to the chessboard using W,A,S,D and press E.

Kill the teapot pigs by holding the Left Mouse Button and W,A,S,D to move around.

Fall off the chessboard and walk over to the other side of the room.

Now collect all the nodes without getting hi by the multiple torus, this is like frogger.

If you followed these steps correctly you should see the credits.

The tech demo uses:

OpenAL

Ogre3D

SDL

All sounds were produced on a Korg Electribe ER-1 drum machine, textures sourced from Google images and edited in Photoshop CS2 or from 3DS Max 8 texture library.

Programming notes, the planets are randomly generated by using layers of pre-rendered perlin-noise with random opacity and hue/saturation.

The goal; imaginative trip into nexus space while maximizing a small amount of space.