Imperialism Remake Developer Manual Documentation

Release 0.2

Trilarion

September 15, 2016

Current version: 0.2.1 (2015-02-15)

Contents:

Tutorial

1.1 Getting Started

The tutorial section will be filled with content, once the game is in a more stable state.

In general: - F1: opens the help browser - F2: opens the game server monitor window

1.2 The Start Screen

- The Window: Opens help browser
- The Throne: Opens game lobby (start, join, continue single/multi player games)
- The Fireplace: Opens the options window where preferences can be set/reset
- The Map: Opens the Editor

1.3 Starting a new Scenario

- In the start screen choose the throne (game lobby).
- In the game lobby choose single player scenario selection.
- There choose a scenario title from all availabel scenarios to get a preview.
- In the preview, choose a nation on the map or in the list.
- Choose start scenario.

1.4 Network setup

1.5 Options

1.6 Using the Editor

User Interface

2.1 Preferences

2.1.1 General

2.1.2 Network

2.1.3 Graphics

2.1.4 Music

Development

3.1 Contribute

Volunteers are always welcome. There are plenty of chances to improve this project or just to give feedback.

Please visit http://remake.twelvepm.de/home/contribute/ for more information!

3.2 Credits

3.2.1 Release 0.2.2

Date: 2016-05-XX

Changes:

- uses PyQt5
- battle prototype (Antoine Spitaels)

Contribution

- Programming: Trilarion, [Antoine Spitaels](https://github.com/spitaels), [wkoot](https://github.com/wkoot)

3.2.2 Release 0.2.1

Date: 2015-02-15

Changes:

- More details (cities, rivers, borders, nation colors) in map displayed in the editor
- Network messaging protocol invented and implemented
- Game lobby with single player scenario selection

Contribution

- Programming: Trilarion

3.2.3 Release 0.2.0

Date: 2014-09-07

Changes:

- Conversion from Java to Python (using PySide Qt bindings)
- Rework of start screen, preferences screen, help screen
- Skeleton of Scenario Editor
- Music and logging

Contribution

- Programming: Trilarion

3.2.4 Release 0.1.4

Date: 2013-07-16

Changes:

- Continuous terrain (visual effect of connectedness for connected tiles of the same type) now implemented although tile graphics aren't yet optimized for it
- Complete overhaul of server-client communication, possibility to start a local server, connect to it and to send/receive chat messages
- Somewhat better buttons now showing their function in purely symbolic ways in wooden design
- Crash fixed: when soundsystem would have a mixer available but could not obtain lines

Contribution:

- Programming: Trilarion

3.2.5 Release 0.1.3

Date: 2013-05-15

Changes:

- Start screen design now similar to original with mouse over effects
- Nicer river overlay

Contribution:

- Programming: Trilarion
- Artwork: Veneteaou, Creator

3.2.6 Release 0.1.2

Date: 2013-03-06

Changes:

- Extended terrain showing towns, province and nation borders, rivers, province names
- Political mini map showing each nation in a distinct color

- Graphics: New start screen, more and improved tile graphics, a first unit graphics
- Music: Plays background (Ogg/Vorbis) music files
- Many internal improvements (better save file structure, network tests)
- Windows launcher and installer
- Tested in Linux (Ubuntu)

Contribution:

- Programming: Trilarion
- Artwork: Veneteaou, Creator, Trapets
- Other: Haxaco

3.2.7 Release 0.1.1

Date: 2013-01-06

Changes:

- Improved terrain editor including basid provinces and nation editing.
- Prototype of the Main game screen
- Some initial network settings
- Many general improvement in the underlying structure

Contribution:

- Programming: Trilarion
- Artwork: Veneteaou

3.2.8 Release 0.1.0

Date: 2012-11-06

Changes:

- Featuring a basic terrain editor, some terrain tile graphics and some simple User Interface dialogs.

Contribution:

- Programming: Trilarion
- Artwork: Veneteaou
- genindex
- search

Manual created on September 15, 2016