Cryptoporticus

ReadMe
24-9-15

Video:
https://vimeo.com/140253829 - Project 'trailer'.

Game files:
https://dl.dropboxusercontent.com/u/14705727/HeritageJam2015AWM/CryptoporticusOSX.zip – Mac OS X version of the game. It is a zipped folder and inside the folder is a READEME file with instructions for installation.
https://dl.dropboxusercontent.com/u/14705727/HeritageJam2015AWM/CryptoporticusWin64.zip – Windows 64bit version of the game. It is a zipped folder containing the executable file and a folder containing all of the supporting data. Keep these two items together in the same directory always!

In this folder:
CryptoporticusREADME.pdf – This file
CryptoporticusBio.pdf – Anthony Masinton's bio and acknowledgments
CryptoporticusCredits.pdf – A detailed bibliography of all asset and software sources
CryptoporticusParadata.pdf – The project's paradata document

CryptoporticusScreenshots – A folder containing 8 screenshots from the game. Use any or none of them as you see fit.

Notes:
The game seems stable in my playtests. I have not tested it on Windows (haven't had the time – sorry!). There may be an issue with the computer panels in two of the galleries in the game getting 'stuck' when you switch between the little dots at the top of each panel (you'll see what I mean when you play). If that happens, the best thing to do is to quit and restart. Sorry! I ran out of time to fix this!

Hardware requirements: I don't know, exactly. Again, this hasn't been tested. The better the hardware, the better it will run!

Do get in touch with me with bugs/problems. I'll do my best to fix them, although probably not in time for the end of the Jam!

Thanks for giving this experiment a try!

-- Anthony Masinton
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