

# Operating File

*Falling asleep studios*



# Luminosité Éternelle

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# 1 Windows Installation

Welcome in the Windows installation part. Please follow this tutorial if you are using Windows.

## 1.1 Prerequisite

1. Make sure you have a stable internet connection
2. Ensure that your computer meets the minimum system requirements for the game.
  - CPU: Intel i5 6600K / Ryzen 3 1300
  - RAM: 4GB
  - VIDEO CARD: Intel HD 4000 or Radeon R5 220
  - OS: Windows 10/11
  - FREE DISK SPACE: 1GB

## 1.2 Download the Game

- Visit the official website for download at <https://matthieuporte.github.io/Luminosite-Eternelle-wsrc/#download>
- Locate the Windows download link for the game and click on it.
- Choose a suitable download location on your computer when prompted and initiate the download.
- Wait for the download to complete. The time taken will depend your internet speed.

## 1.3 Install the Game

### 1.3.1 Locate the Downloaded File

Once the download is finished, navigate to the directory or folder where the game file was saved. Typically, this will be your Downloads folder or a folder you specified during the download.

### 1.3.2 Execute the EXE

Double-click (or right click and execute) on the EXE file you just downloaded to run it. This action will initiate the installation process.

### 1.3.3 Setup the Game

- The installation process will guide you through various steps. Read and follow the on-screen instructions carefully.
- You will be prompted to choose the installation directory or keep the default one. Select appropriate options according to your preferences or accept the default settings.
- Review and accept the end-user license agreement (EULA). Without accepting the EULA, you may not be able to proceed with the installation.
- Wait for the installation to complete. This process may take a few minutes, depending on your computer's performance.

## 1.4 Start the Game

- Once the installation is finished, you are given the option to launch the game immediately. Otherwise, locate the game's shortcut icon on your desktop or in the Start menu if checked.
- Double-click on the game's shortcut icon to start it.

Enjoy the game with your friends!

## 1.5 Uninstall the Game

In order to uninstall the game, you first need to locate the game files.

- By default, it is at "C:\Program Files (x86)\Falling Asleep Studio\Luminosité-Éternelle\"
- You can also find it from the Shortcut: Right click ; Property ; Open File Location
- Otherwise, you have to find it where you put it during the installation process.

Then, you just have to execute to process "Uninstall Luminosité Éternelle.exe" and follow the uninstallation wizard.

Congratulation, Luminosité Éternelle has been successfully removed from your computer.

## 2 Linux Installation

Welcome in the Linux installation part. Please follow this tutorial if you are using a linux distribution.

### 2.1 Prerequisite

1. Make sure you have a stable internet connection
2. Ensure that your computer meets the minimum system requirements for the game.
  - CPU: Intel i5 6600K / Ryzen 3 1300
  - RAM: 4GB
  - VIDEO CARD: Intel HD 4000 or Radeon R5 220
  - FREE DISK SPACE: 1GB

### 2.2 Download the Game

- Visit the official website for download at <https://matthieuporte.github.io/Luminosite-Eternelle-w/src/#download>
- Locate your distribution or the general download link for the game and click on it.
- Choose a suitable download location on your computer when prompted and initiate the download.
- Wait for the download to complete. The time taken will depend your internet speed.

### 2.3 Install the Game

#### 2.3.1 Locate the Downloaded File

Once the download is finished, navigate to the directory where the game file was saved. Typically, this will be your Downloads directory or a directory you specified during the download.

#### 2.3.2 Arch Linux

##### Tar.gz Package

If you downloaded the source package, you have to build it manually.

Extract the tar package with

```
1 $ tar -xf [filepath]
```

*It should be something similar to "LuminositeEternelle-archlinux-3-0-0.tar.gz"*

Go inside the directory with

```
1 $ cd [extracted path location]
```

Then build it with

```
1 $ makepkg -si
```

Then follow the instructions of your PC if asked.

## Built Package File (Tar.gz.zst)

If you download the built package, you just have to run

```
1 # pacman -U [filename]
```

### 2.3.3 Other distributions

If you're on another linux distribution, you have downloaded the basic binary tar.gz.

Extract and Install your game where you want with

```
1 $ tar -xf "[pathto]/Luminosite Eternelle.tar.gz" -C [game-  
directory-path]
```

You then want to add the right to execute the game

```
1 $ chmod +x "[pathto]/Luminosite Eternelle/Luminosite  
Eternelle.sh"
```

All that remains is executing the file you just setup!

## 2.4 Start the Game

If you have finished installing your game, you may want to run it.

```
1 $ ./"[pathto]/Luminosite Eternelle/Luminosite Eternelle.sh"
```

Enjoy the game with your friends!

## 2.5 Uninstall the Game

### 2.5.1 Arch Linux

As any package, you can remove the game by doing

```
1 # pacman -R LuminositeEternelle
```

### 2.5.2 Other distributions

In order to uninstall the game, you have to remove it from your computer.

```
1 $ rm -rf [path to the game]
```

Congratulation, Luminosité Éternelle has been successfully removed from your computer.

## 3 MacOs Installation

Welcome to the macOS part. Instructions for this part are very simple, please follow them.

### 3.1 Prerequisite

1. Make sure you have a stable internet connection
2. Ensure that your macOS version is at least 11.0 (Big Sur)

### 3.2 Download the Game

- Visit the official website for download at <https://matthieuporte.github.io/Luminosite-Eternelle-wsrc/#download>
- Locate the macOS download link for the game and click on it.
- Choose a suitable download location on your computer when prompted and initiate the download.
- Wait for the download to complete. The time taken will depend your internet speed.

### Install the Game

#### 3.2.1 Locate the Downloaded File

Once the download is finished, navigate to the directory or folder where the game file was saved. Typically, this will be your Downloads folder or a folder you specified during the download.

#### 3.2.2 Execute the DMG

Once you locate the file, double-click on it. It will open a new window with the icon of Luminosité Eternelle, and your Applications folder. You simply have to drag the icon to your Applications folder, wait for the operation to finish, and you are done !

### 3.3 Start the Game

- Once the process is finished, locate the application in your Applications folder.
- Double-click on the game's icon to start it.

## 4 User Manual

Welcome aboard the User Manual.

This manual will teach you what you need to know how to play Luminosité Éternelle.

Please note that tutorials are also inside the game to teach you gradually how to play.

### 4.1 Settings

The player can enter the settings section to configure it needs for playing.

- Sound
  - Music Volume: Use the slider to change the music volume of the game.
  - Effect Volume: Use the slider to change the sound effects volume of the game.
- Resolution: You can change the resolution of the game. By default it is 1080p.
- Mouse Sensitivity: Move the slider to increase or decrease your sensitivity.

### 4.2 Start a Lobby

In order to play, you need a second player.

When clicking on Play, there is a small input above the rooms. This will be your in game username. Modify or keep it as it is.

You can create a lobby with the create menu. Enter the name and check whether it is private or not. If it is private, then the other player will have to manually enter the room name to join.

You can join a room by clicking on an available one on the list or entering its name in the Join Room menu.

When you create or join a lobby, you'll have to wait for the second player. When the second player joins, as the lobby master, you can change the role (Human or Ghost)

When both players are ok with their roles, they can press READY. When both players are ready, the game will start.

If one of the two players quits the game, the lobby will close.

Enjoy the adventure!

### 4.3 Player

#### 4.3.1 Movement

Movement are important to explore the map and avoid enemies.



- The player can move the mouse to rotate the camera.
- The player can move the character with    .
- The player can jump with 
  - Human: You can jump from the ground (like any normal human). You can't not see nor collide with the objects from the death world.
  - Ghost: You can recast the jump a multiple number of time (unlimited in this version). You can see, collide and interact with the objects of the death world. These objects are transparent green like.
- The player can run with  and increase its speed. Running will unselect your currently used item.
- There is no fall damage for this version.

Enjoy the exploration!

#### 4.3.2 Health and Mana Bar

On your screen, you can see a green and blue bar on the right side of it.

The green one is the health bar. It tells you how many health you have left. When it reaches 0, you die.

The blue one is the mana bar. It tells you how many mana you have left. The mana bar automatically refills along the time.

#### 4.3.3 Death

When your health reaches 0, you die. When you die, you will be informed of it. Press  to respawn at the nearby spawn point after a short time.

#### 4.3.4 Interaction

- Press  near an item to pick it up
- Press  near an NPC to interact with it
- Press  near a padlock to interact with it

The  is used for any interaction in the world.

#### 4.3.5 Items and Weapons

##### Item Wheel

- Press  and  to rotate the item wheel and change the item you want to select.
- Press Left Click to select the item at the right most edge of the wheel (Nearby the name)

##### Weapons

Use your weapons to destroy your enemies!

- **Sword:** A close range weapon. Press Left Click to swing the sword. If an enemy is hit by the sword, it will take damage until dying.
- **Fire Staff:** A powerful ranged area damage dealer. Press Left Click to summon fireballs in the direction you're looking. Summoning fireball costs mana. No fireball can be summoned if there is not enough mana. The Fireball will travel until reaching a surface or expiring. If a fireball hit a surface, it will explode against it. Any monster in the area of the explosion will take damage of it.
- **Spear** The strongest weapon. A long and close range weapon. Press Left Click to attack with your spear quickly. The attack range is a higher than the sword one, allowing to be safer.  
Press Right Click to throw the spear in the direction you are looking for. The spear will fly until hitting a surface. If the spear hit a monster, it will deal damage to it. Recast right click to fetch the spear back. There is no need to pick it up by nearby, it will automatically go back in your hand.

#### 4.4 Quests

The general goal of the game is to accomplish the quests and reach the temple of light.

There are three type of quest:

- **Quest Area:** This quest requires the player to reach the designated area. To be completed, it requires 1 or 2 players on the location where a light beam can be seen anywhere on the map.
- **Quest Item:** This quest requires the player to pick up the designated item. When the quest is active, the item glows up.
- **Quest Monster:** This quest requires the player to slay all the monsters. When this quest becomes active, it spawns the monsters in the area.

Accomplishing a quest gives currency. The currency is not shared between the two players. Accomplish the quests before your friend to get the reward.

Currency is used as a bonus for the end game. Gather a maximum for a better surprise.

##### 4.4.1 Dialogues and Choices

- By pressing  nearby an NPC, you can talk with it.
- When in a dialogue, clicking on the text or pressing  allows to continue the dialogue.
- Pressing the Skip button allows to skip the current dialogue.
- Pressing  leaves the current dialogue.
- When reaching a choice, you have to click on one of the at most 3 inputs that appears to continue the dialogue.
- When a dialogue is finished, it automatically exit the dialogue.
- You're not invincible during a dialogue, avoid talking to NPC when monsters are nearby.
- Interacting with NPCs multiple time can trigger different dialogues.

## 4.5 Monsters

There are two different kind of threat in this game.

- **The Slime:** The slime is a basic monster yet dangerous in group. It attacks at close range and slowly, so easily avoidable. The slime can jump towards in target. If the slime hit the player after jumping, the player takes big damages and is slowed for a short period of time. The slime dies when its health bar reaches 0.  
When the slime is about to die, it can split itself in three smaller slimes. These smaller slimes are less dangerous. However, after a certain time, these small slimes grow into big slimes. Eliminating them fast is important.
- **The Dragon:** The dragon is a ferocious creature that can fly. Hitting it with a sword may not be possible. The Dragon flies towards the target if its spot the player. When the dragon is in range, it uses its dangerous firebreath. A firebreath is strong enough to kill you. So avoid being in range at all cost.  
The dragon can start rotating above you to be safe from any of the melee attack. Use a fire staff or throw your spear to eliminate them. When the dragon health bar reaches 0, it dies.

## 4.6 Puzzles

There are multiple puzzles in the game, and mostly in the dungeon.

- **PadLock:** The padlock requires a code to unlock the door. Press **E** to interact with it. Use **W A S D** to move between the digits and change numbers to form the good combination. If the code is valid, the door will open.
- **Connect4:** The connect4 is a basic game where the goal is to connect 4 balls in rows, columns or diagonals. There are multiple pressure plates on the ground to summon a ball where it is facing. An A.I. will play against you. Maybe winning ain't the solution...
- **Laser:** A room with a lasers and different mirrors. The goal of this puzzle is to help the laser reach the eye using mirrors to deflect its trajectory. You can grab the mirrors and move them by holding **E** When the puzzle is complete, it opens the door.
- **Labyrinth:** The puzzle's goal is to reach the other side of the room and finding your way in this labyrinth. The Ghost is above the labyrinth while the human is inside of it. Cooperating helps to find way faster.
- **Jump:** The Human has to jump through many platforms to reach the door at the top of the room. The Ghost can take the ghost stairs to reach the door and look at the human suffering.

## 4.7 Cutscenes

During the game, some cutscenes will be played. These cutscenes are here to tell and explain the story and some key scenes.

Press **N** to skip the playing cutscene.