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Introduction

for open-source map

(4)vsUndead

(4)vsUndead is a map that does not try to work against wc3 engine. Instead it uses default wc3 settings in the best and simplest ways possible. There are no complicated custom damage systems, or skill types, or camera modes. Everything that can be used at wc3 default is used at wc3 default.

And most of all there are no confusing stuff:

- No spells that you don't know how to use even after reading the tooltip three times.
- No hard to learn and pointless recipe items. (no recipe items at all actually)
- No secret shops or secret locations or secret anything.

Game is designed to be instantly understandable to anyone playing for the first time. It uses default icons and models as much as possible. It uses a classic and proven hack and slash philosophy: Pick a Hero and Kill Stuff.

Game has only two main objectives:

1. to be simple
2. to be fun

And best of all: It is **open-source** and **you can make your own hero!**

Basic hero info

There are three types of heroes in 4vsUndead:

- Strength
- Agility
- Intelligence.

Maximum hero level is 10.

Basic spell info

Every hero has 3 normal spells, 1 ultimate spell and one default skill. Normal spells have 3 levels.

Do I have to know vJass to make my hero?

YES, this whole map is in vJass, GUI simply does not apply here. When you code please try to use coding style of spells already present in the game. Use systems already present in the game, they are very simple and have TESH highlighting.

Before you start doing any work

1. This map uses Jass NewGen, make sure you have it and know how to use it.
2. Make sure you actually tried a map. (at least a few times in singleplayer)
3. Read this file, Hero Creation Manual and Spell Creation Manual.
4. Pick your **number-letter id** (explained later)
5. **Imagine** a hero with **all** spells. (write a basic spell list with descriptions)
6. Post your id and spell ideas in forum and **announce** what you are making.

While you work keep in mind that this is not a hero contest, ask for advice or help if you need it.

Do I make my own test map?

No, remember that (4)vsUndead is open-source.

Download the latest version and make your changes directly in the game.

This is the easiest way to code because you can use all systems already in the game.

This is also the best way to test your hero.

After you finish your work post a modified map with your hero.

I will import it into main game version and add you to credit list.

Number-letter id

This is your identification code for everything you make for the game.

Once you pick it, it belongs to you and no one can use it except you.

It has 4 purposes:

1. To identify everything you contributed to the game
2. To make sure your hero and spell id's don't collide with id's of other people
3. To make it possible to import your hero without modifying hero ability list.
4. To avoid the need to update the tooltips because of changed spell id's

Your id has one number (1-9) and one letter (a-z).

Examples of possible id's: 4t, 8a, 3h ...

Note that number cannot be zero, and that letter must be lowercase.

Test your work

- Play your hero in game at least a couple of times.
- Make sure spells really work as intended.
- Make sure all tooltips are correct and fit the game. (see spells on other heroes)
- Make sure your hero is fun to play with. (this is your main job)

Why are you doing this?

Because of 1 line of credit in map info that no one will ever read? Please don't.

Make your hero because you have a nice idea and would like to see it work in a map, nothing else.

Enjoy your work.