1. Introduction
Introduction

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1.1 About The Athenaeum

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About The Athenaeum

Introduction »

The Athenaeum is a brand new RPG-puzzle game in the vein of traditional 8-bit, 16-bit and 32-bit Castlevania and Legend of Zelda games, though it does admittedly have fewer action set-pieces (we have an ever-so-slightly smaller budget).

![A still from The Athenaeum’s Romeo & Juliet level.](image)

It is an educational adventure game designed to enrich the English reading curriculum in Ontario secondary schools by giving students the previously unthinkable opportunity to play through key moments in their reading studies in video game format. 3 levels - Lord of the Flies, Romeo & Juliet, and Julius Caesar - come alive in eye-popping detail, with their worlds, characters and events fully realized in an explorable 2D world. Timed multiple choice quizzes appear at the end of each level to gauge how well the material was understood.

*Please note, The Athenaeum is meant as a supplement, rather than a replacement, for the reading materials given out in class.*
From all of us here at Cool Spoon Games,

we sincerely hope you enjoy!

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1.2 About The Devs
Cool Spoon Games was created in 2015 from veteran developers in the Turing and Java gaming communities. Here is a little bit about the co-founders, co-creators, co-owners and co-developers, Nick and Wanning:

Nick was born in 1999 in Ontario, Canada. He represents one half of the CSG creative team and has been coding since age 11, when he discovered Visual Basic. He then began to learn Turing as a precursor to Java, which he began to code in in late 2014. Some of his previous works include Monopoly Jr. and Spacesweeper, both spinoffs of popular board and computer games.

Wanning represents the other half of the CSG creative team and is far better at anything to do with graphics than Nick. She has been coding in Turing and Java as well, enduring the simultaneously awesome and painful ride through Ms Dyke's Grade 11 and 12 Computer Science courses at William Lyon Mackenzie. She has created Who Wants to be a Millionaire and Boggle games in Turing and Java.
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The Athenaeum is a non-for-profit game. It was made with the help of countless artists from the online community. Here are the (royalty-free) graphical credits for the game:

Pig Sprite - ludaruda from WayOfThePixel Pixelation forum board
Blacksmith & Worker - CuriousHelper from RailDex Project Dev
Patrician Girl - RPG Maker VX Ace
All Romeo & Juliet Characters - s31tech.org (Tech)
All Plant Textures - RPG Maxer VX Ace
Choir Boys - Demons Sprite (SNES Game - Copyright Expired)
All Items - lAcEe on OpenGameArt.com
All Other Julius Caesar Characters - 180textures.net (OpenGameArt.com)
All Other Lord of the Flies Characters - DoubleLeggy (OpenGameArt.com)

We would also like to give a special thanks to:

JavaPLT at Rice University, the developers of our Java IDE DrJava.

Ms. Dyke, the coolest teacher at the school.

Kimberly-Clark, the creators of Kleenex, an invention that helped wipe away blood, sweat and tears for 4 whole weeks during the development of this game.
Getting Started

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2.1 System Requirements

Getting Started > System Requirements
The Athenaeum is not a hardware-intensive game. It runs off of Java 8.0, and as such we suggest that your computer meet these requirements to load the game:

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Specification</th>
</tr>
</thead>
<tbody>
<tr>
<td>CPU</td>
<td>Intel Core i5-2500K @ 3.3 GHz or AMD Phenom II x4 940 @ 3.0 GHz or AMD FX-8350 @ 4.0 GHz</td>
</tr>
<tr>
<td>CPU Speed</td>
<td>Info</td>
</tr>
<tr>
<td>RAM</td>
<td>6 GB</td>
</tr>
<tr>
<td>OS</td>
<td>Windows 7 SP1, Windows 8/8.1 (64-bit operating system required)</td>
</tr>
<tr>
<td>Video Card</td>
<td>NVIDIA GeForce GTX 680 or AMD Radeon HD 7970 (2 GB VRAM)</td>
</tr>
<tr>
<td>Sound Card</td>
<td>Yes</td>
</tr>
<tr>
<td>Free Disk Space</td>
<td>50 GB</td>
</tr>
</tbody>
</table>

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2.2 Controls

Getting Started > Controls
The Athenaeum consists of 2 primary game states: In-Menu, and In-Game.

When in a menu, there are several options available. These are seen as buttons that can be pressed to perform the command they represent. However, using the appropriate keyboard buttons specified in brackets beside the text, the command can be activated using keyboard shortcuts.

It is also important to note that the menu-bar shortcuts can be accessed at any time:

[F9] to return to the main menu
[F8] to quit the game entirely
[F11] to view this help file again
[F12] to view a short About Dialog that describes the game and the current version

While in a game, there are various important controls to make note of:

Using the keyboard [ W ] controls, you can move your character around the screen.

[ A ] [ S ] [ D ]
Using [ Q ], the inventory can be accessed. It can be navigated using [ W ][ S ][ A ][ D ] controls once active. There are only 8 inventory item slots, and only slots that have an inventory item stored in them can be accessed. The inventory can also be exited with [ Q ].
Using [ E ] in the inventory equips the selected item. Once an item is equipped, it can be used throughout the game level when and where necessary. Once equipped, it can be used by pressing [ E ] again in the appropriate area. If the item is improperly used, a message will appear to the user explaining how to properly use it, but will not be unequipped.
When facing a character or standing on top of an item, the [SPACE BAR] can be pressed. In the former case, a conversation will be initiated, which can be navigated through forward by pressing space until the end. In the latter case, the item will be picked up and added to the last inventory slot.
Using [ R ], the notepad can be accessed and written into. Use this to take down any important plot points that you feel you may have difficulty remembering, and then click the "save" button to return to the game.
Pressing [ P ] will pause the game and bring up the pause menu, which will then provide further options if necessary.

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2.3 General Game Information

Getting Started > General Game Information
The Athenaeum requires the player to enter their intended user-name and grade before beginning the game. Once this is done, the player can select any of the 3 levels you wish to complete from the level selection menu. Beware, however! Once they have finished a level, they cannot replay it as the same user, so they should make sure to gain all possible points to put towards their score!

There are 2 main types of tasks to be completed in each level: main quests, and side activities.

Main quests involve talking to various characters, obtaining certain items, and using various items to perform tasks and advance the story. The current task and its description are displayed in the dialogue box when not in other dialogue or item text. Upon completion of each main quest, the player is awarded 10 points.

Side activities involve the use of minor items littered throughout the map. Often these items can only be found at a very specific time (i.e. a certain progression through a certain task), so it is important to be diligent and curious! However, items can be used at any point in time once obtained. Upon completion of each side activity, the player is awarded 5 points.

It is important to take note of plot points and characteristics revealed by cut-scenes, character dialogue, item usage, setting and back-story. However, there is an implemented feature that removes the need for physical note-taking! By pressing [ R ], the notepad can be accessed, which allows the player to take notes on important details. Once saved, these notes can be added to later on and eventually accessed, if necessary, during the quiz for a 5 point penalty (the notepad remains open for 20 seconds).
Once the game is done, a quiz will be run. As each level increases in difficulty, the first level has a time limit of 1:30 minutes, which decreases by 15 seconds per level. Each quiz contains 8 questions of varying difficulty, each of which are worth 10 points if answered correctly. There are no penalties for wrong answers. Remember, the notepad can be a very useful investment if you're stuck on a particularly hard question!

**TIPS AND TRICKS:**

- Talk to everyone, at any given time in the story. There's no timer, so there's no rush. A lot of characters will give you information that will reappear on the quiz.

- Keep an eye out for loot. Try to gain those extra 5 points!

- Have fun!

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2.4 High Scores

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High Scores

Getting Started

Once the game is entirely finished, your score will be totaled up and, if one of the top 10 scores in the score list, added appropriately. If not, it will not be saved. If there is no score file existent at the time of calculation, a new one will be created.

It can be viewed, cleared, and printed out by accessing the "View High Scores" option from the main menu, which you will be redirected to once the game has finished.

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