

TNM Alpha 1.5.0 Testing Guide

In this document: Details of what feedback is expected from the alpha testers (that's you).

What's in this build?

Alpha build 1.5.0 (A150) contains all maps up to mission 22, more or less fully functional and whatever music was done at the time of release has been included. There are two exceptions, namely the old and the new server complex maps, as none of those are geometrically complete yet. Basically, this alpha ends when you ride the elevator back up to Forum City from the slums.

What's not in this build?

The ability to make molotov cocktails out of chemical containers, voice acting, many items, and lots and lots of tweakage. Also a lot of sound effects will be added to some of the maps later.

What testing feedback are we not looking for?

We already know that Abom murdering the board guest looks a bit weird, we know there's a huge BSP error in the side of the Fan Fic Shop, and we know the weapon shop is buggy as Hell. No need to point any of that out. It's either extremely obvious or too inconsequential to handle in this build.

What ARE we looking for?

If talking to people in a particular order messes up the conversations, we want to know. If a trigger doesn't fire when it's supposed to so a character doesn't recognize that you've completed an objective, we want to know. Moreover, if you suddenly find yourself stuck somewhere with no idea where to go or who to talk to next, we want to know. We'll then introduce a helpful little PM there to move things along.

And even though this is very inconsequential, it'd be nice with a little list of doors that have no sounds or stop moving when they bump into you. Also if you feel that certain important items like ammo or lock picks are missing (which is very likely as we haven't done a lot of item placement yet), feel free to jot that down for us as well.

And above all, we want to know if you like it :-)

Hope you have fun!

- Jonas