RUDI

V0.11

„A7 looks good" contest

IMPORTANT NOTICE: This version of „RUDI" (v.0.11) has been developed just for the purpose of the Conitec „A7 looks good" contest.

This is a preliminary version of RUDI 0.2. The next public release will have a larger feature set and amazing new levels. You are free to run the game for any purpose, study how the game works, redistribute copies (give it your friends, write about it in your blogs, etc.) and send me your suggestions.

Please consider donating, if you like RUDI and want to support our work. I firmly believe that software for private use should be free, and I have no intention at all of commercializing RUDI.

Unfortunately, its hosting and development are not cost-free for me. There is a lot of traffic on the RUDI servers and the software I'm using for developing RUDI isn't free.

New Features in version 0.11

There were very differentiated feedbacks on RUDI. While most of you liked the game in principle, we got some very harsh critics on the gameplay. We did our best to improve the original game addressed in that very short timeframe a lot of user suggestions. These are the changes:

✔ No more frustration: when you collide, **all sledges will be restored** and you just have to collect the remaining presents

✔ A new HUD element has been introduced: you always know, how much

presents you've collected and **how many are remaining**

✔ Christmas presents are highlighted by a **ray of light** and if you don't know where the gate is, a green arrow will guide you.

✔ A new **stage loader** has been implemented. It loads a level and shows in the meanwhile an individual loading screen with some **tips and secrets** of the upcoming level.

✔ All options are **saved in a binary configuration file** and are restored when you restart the game.

✔ There are some **camera improvements** to make you see upcoming obstacles better and don't make you feel dizzy when you crash and restart.

✔ General **GUI enhancements** (fading screens, effects)

✔ **Easier navigation** (Rudi is slower and has a softer turn angle)

✔ Real 360 degree joypad support (precise navigation for hardcore gamers!).

✔ Engine update to **A7.07.6**

✔ Some minor and major memory bugs fixed. Nothing big.

✔ **We also improved the performance** on some areas (a more balanced ABT tree, dynamic LOD, some removed bottlenecks, etc.)

I hope you like it! - Regards, Christian

If you want to contribute to the project, send me an
email or donate via paypal (ID: christian@behrenberg.de)