

## Manual

### How to play:

The game's goal is to get as far as possible following the river. This means that the player has to both collect fuel and destroy the enemies they face.

### Controls:

At the beginning of the game, the game prompts the user for the name. Type the name and press enter. The jet is controlled by arrow keys, and shooting can be done with space bar. Q shows the in-game score board.

In the game UI, the main focus is the playing area which shows the river and the riverbed, as well as the jet and the enemies. On the top of the screen, you can see the fuel and the lives of the player as well as the current score. If the debug mode is on, the screen also shows the hitboxes of the objects.

The enemies in this game are ankers, helicopters, fuel depots, jets and bridges. Of course, fuel depots are not very malicious, instead, you can collect fuel by flying on them. Bridges are similarly passive objects, however, the rest of the enemies will shoot at you.

Installation: The game is built on processing 3.3, which is also required to run the game. Compability with other processing versions is not guaranteed.