USER MANUAL

MONSTER HUNTER

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INTRODUCTION

Monster Hunter is a game designed to challenge and amuse the user and in compatible with Windows as well Mac OS. It's a game in which the player needs to hunt down the monsters, traversing through a path full of obstacles, without getting killed. Killing all the monsters before they kill you wins the game. The player only gets 3 charges which can be used to kill the monster, however the player can find more of them hidden as secret locations in the map. The map contains obstacles which can harm the progress of the player, or even kill the player.

KILL THE MONSTERS AND SAVE THE UNIVERSE!

HOW TO INSTALL THE GAME

To install and run the game, download the *MonsterHunter.jar* file onto your mac/pc.

To run the game in Eclipse, download all the required files shown below:

Name	Size	Date	
580b57fbd9996e24bc43c01b.png	134.2 KB	2018-02-12 13:50:21	
580b585b2edbce24c47b26f5.png	343.7 KB	2018-02-12 13:50:26	
580b585b2edbce24c47b243c.png	41.4 KB	2018-02-12 13:50:30	
588680657.mp4	8.6 MB	2018-02-12 13:50:54	
blood_PNG6151.png	310.1 KB	2018-02-12 13:51:00	
borderDesign.css	67 B	2018-02-12 13:52:55	
Button Click On-SoundBible.com-459633989.mp3	13.6 KB	2018-02-12 13:51:06	
Coordinate.java	683 B	2018-02-12 13:51:12	
creepy-background-daniel_simon.mp3	1.6 MB	2018-02-12 13:51:18	
GameMapGenerator.java	26.5 KB	2018-02-12 13:51:26	
Godzilla-PNG-File.png	285.2 KB	2018-02-12 13:51:32	
Iron-Man-PNG-Pic.jpg	251.4 KB	2018-02-12 13:51:45	
Iron-Man-PNG-Pic.png	2 MB	2018-02-12 13:51:53	
Laser Blasts-SoundBible.com-108608437.mp3	15.1 KB	2018-02-12 13:52:00	
Main.java	18.5 KB	2018-02-12 13:52:27	
MonsterHunter.jar	14.8 MB	2018-02-12 13:53:48	
photo-1507564215915-3df09846ee75.jpeg	36.7 KB	2018-02-12 13:53:05	
photo-1509557551952-401ede96d8ed.jpeg	505.3 KB	2018-02-12 13:53:23	
photo-1509558273944-9ea880029528.jpeg	381.3 KB	2018-02-12 13:53:18	
thunder_sound_FX-Grant_Evans-1523270250.mp3	745.6 KB	2018-02-12 13:52:35	
welcomeScreenDesign.css	543 B	2018-02-12 13:53:00	

After downloading all the required file, they should be placed within Eclipse following the hierarchy or the structure shown below:
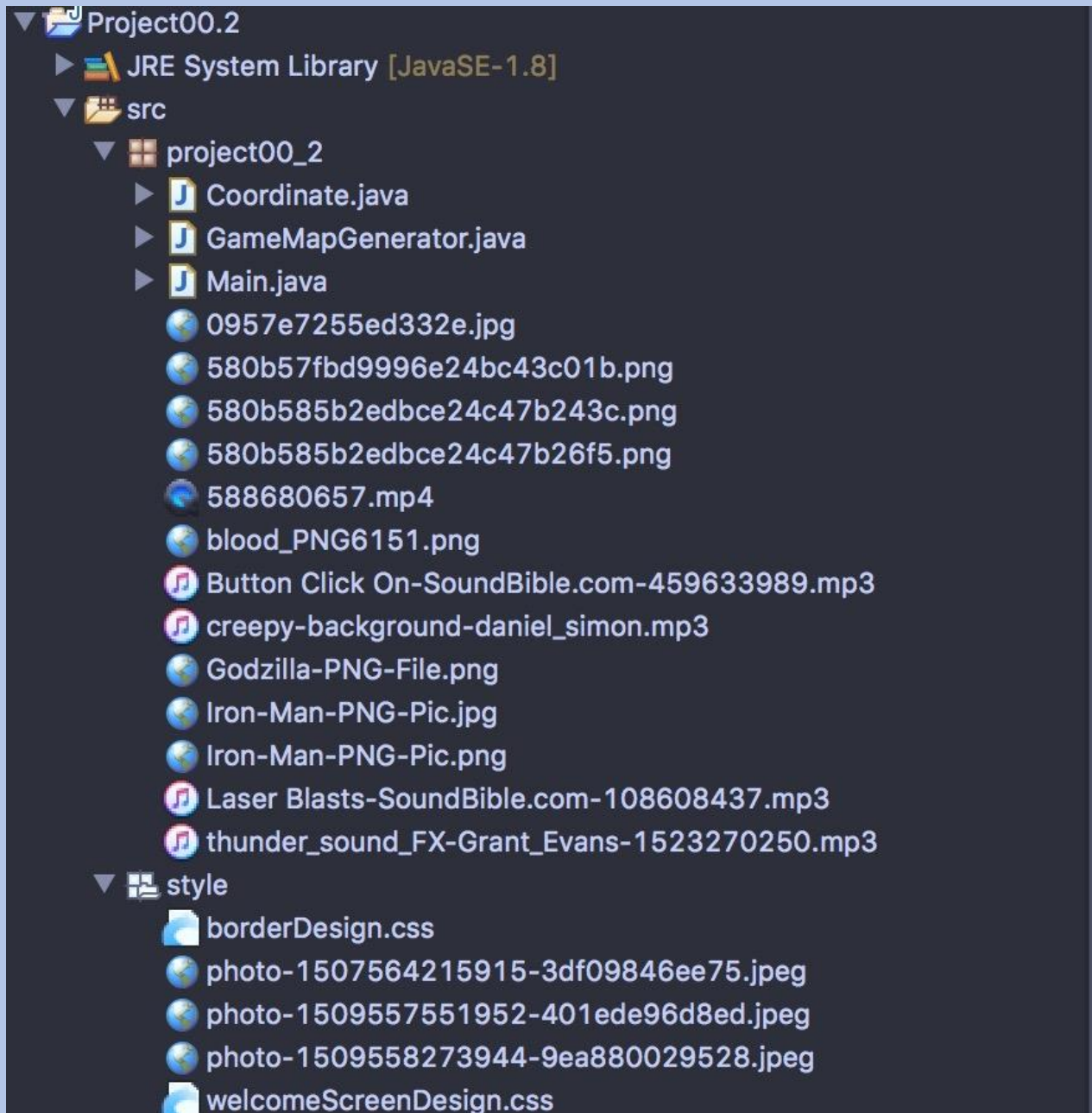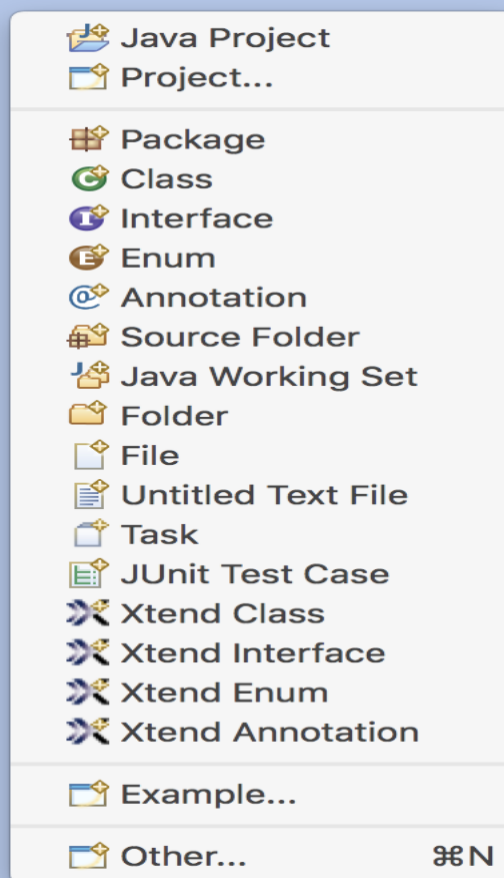
Make a new Java Project folder by clicking on the button on the far left with a small plus on it and name it as *Project00.2*

Inside the source folder, use the same plus button to make a package name *project00_2* and a package names *style*

Java Project
Project...

Package
Class
Interface
Enum
Annotation
Source Folder
Java Working Set
Folder
File
Untitled Text File
Task
JUnit Test Case
Xtend Class
Xtend Interface
Xtend Enum
Xtend Annotation

Example...

Other...   ⌘N

Use this Java Project and the Package buttons to create the required files

Now place the download files, by dragging and dropping them as per the hierarchy shown before.
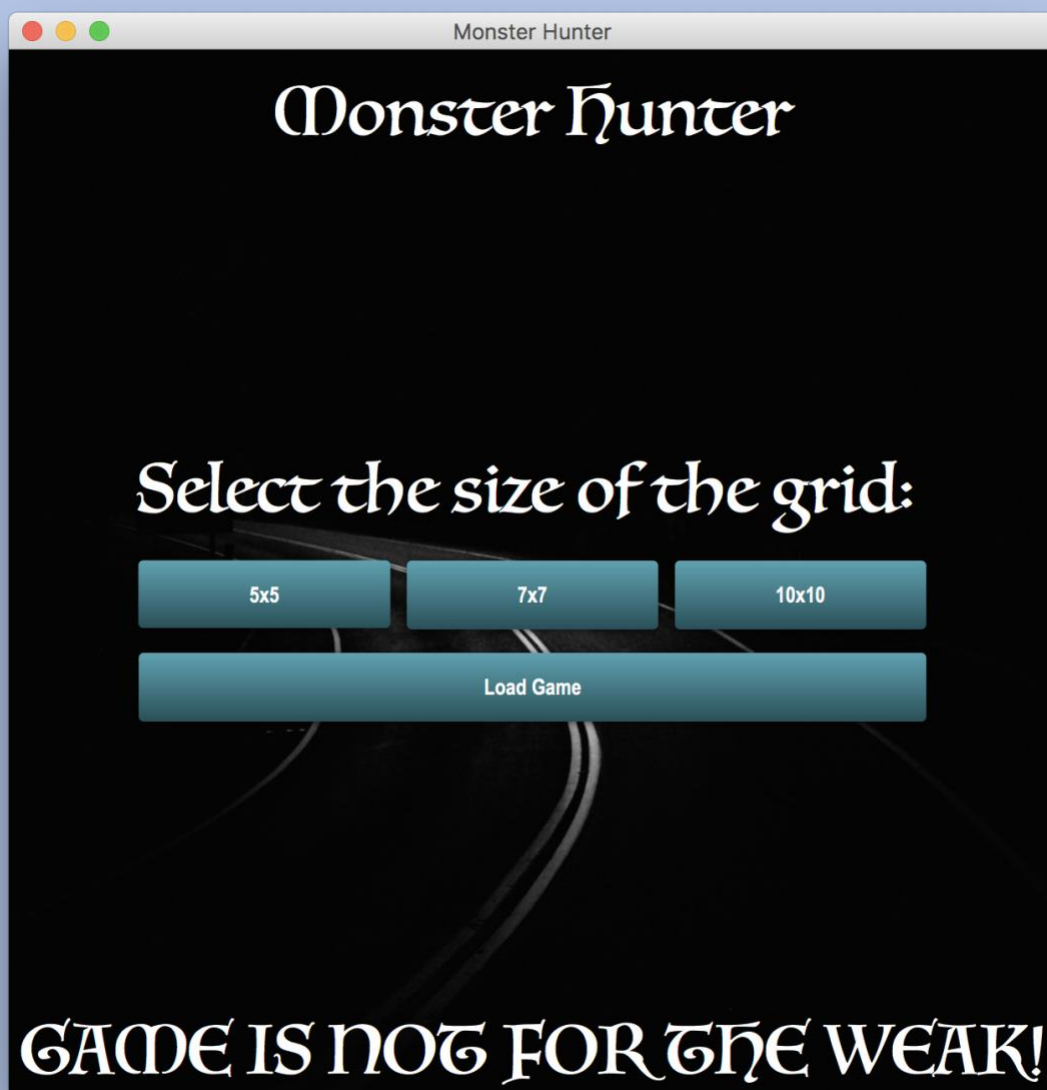
Now the game is all set to run.

USE THE 8th ICON FROM THE LEFT TO RUN THE GAME

GAME INSTRUCTIONS

Once the game begins, user will land o the following screen.

From here, the player can choose the size of the board he/she wants or whether they want to load the game from the stage also saved before.

If the load button is clicked, the game will load from the previous left state, or will show a warning if no saved file is found.

If the player selects the size of the grid, he will be asked to select the number of obstacles, monsters or magic ammo he/she wants to be present inside the game.
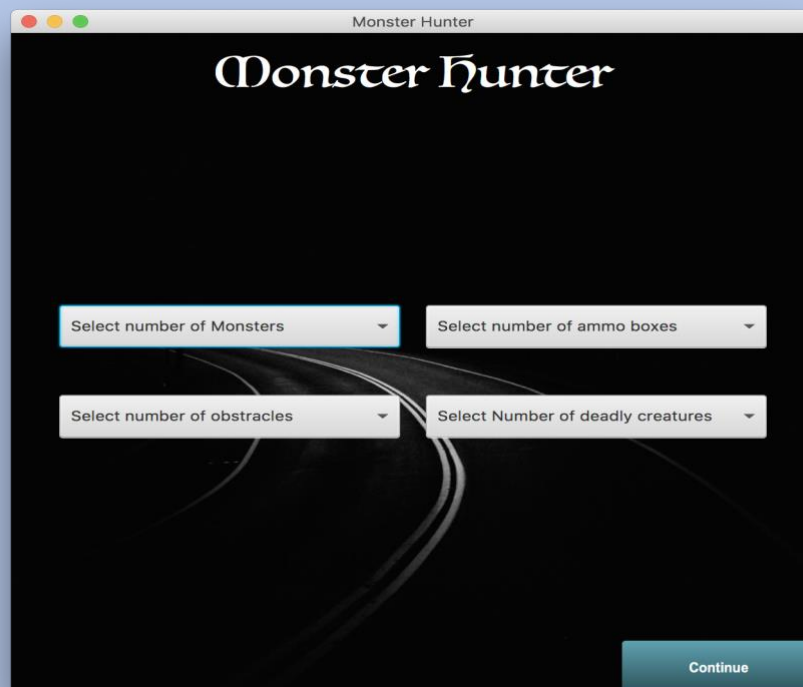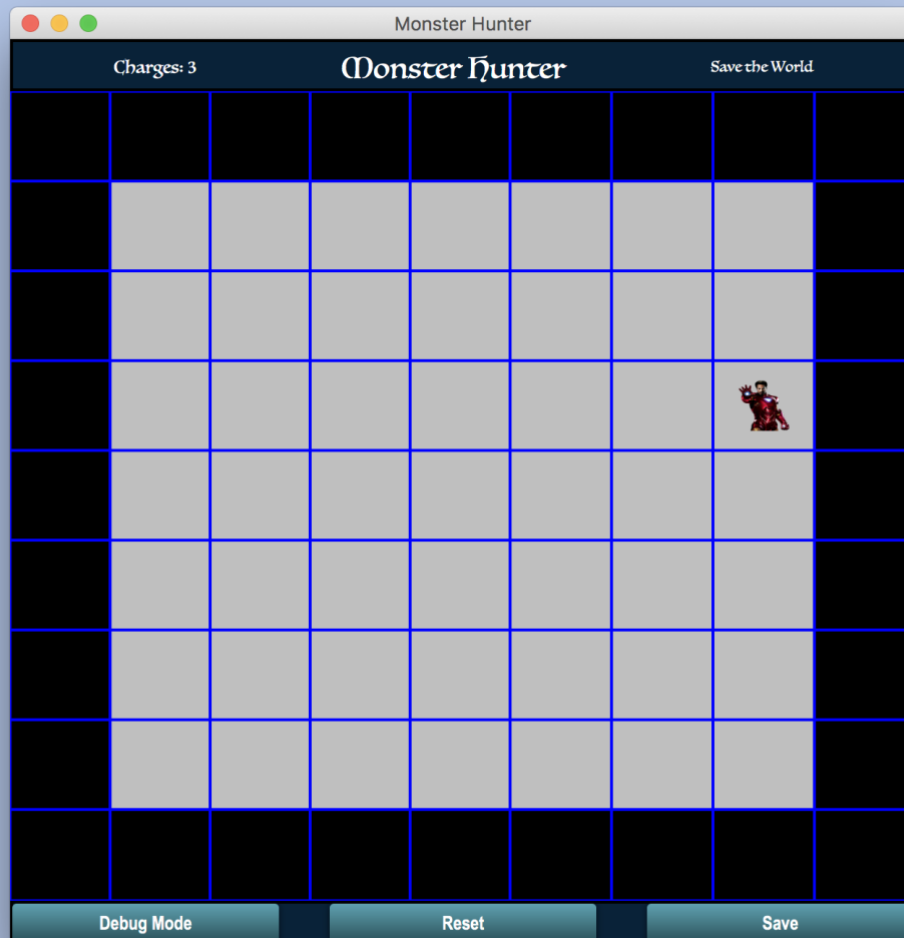
Player won't be able to continue using the *Continue* button at the bottom right until all of these choices are made.

After the *Continue* button is hit, player will land into a scene showing the story of the game. Keep the volume of your mac/pc high for a great spooky experience.
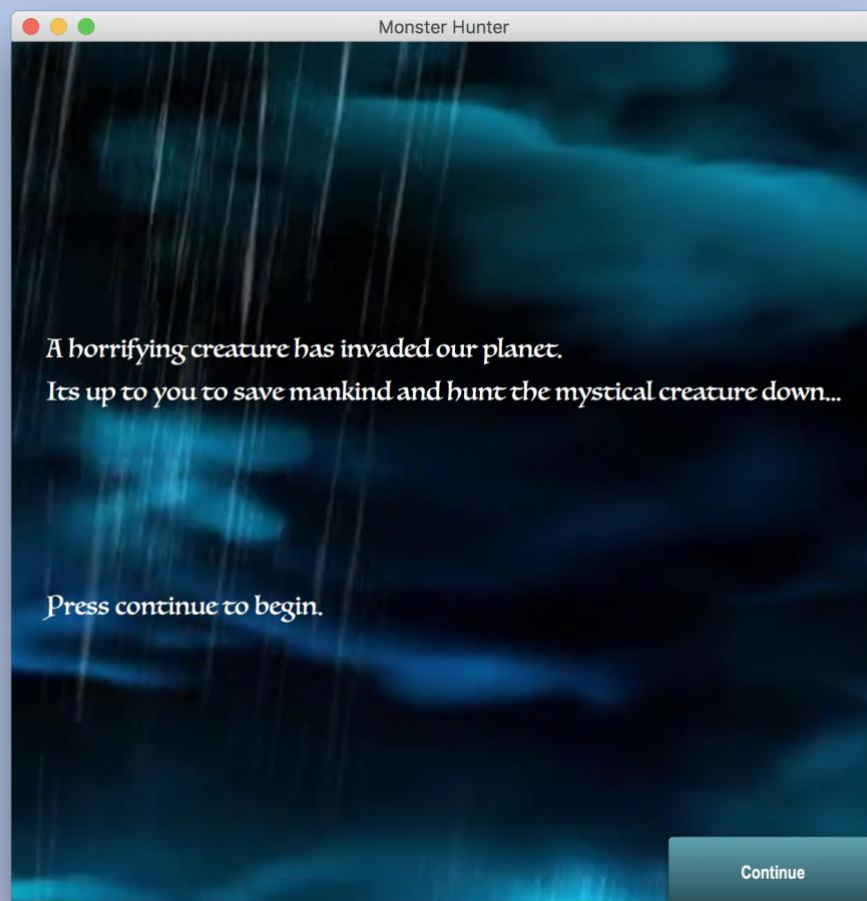
The game begins as soon as the player presses the *Continue* button now.

The game has 3 main areas. The top portion showing the charges remaining as well as the warnings which player will get whenever he near an obstacle (Magical charges are not obstacles). Centre potions consist of the main game board and a small bottom portion can be used to reset the game, save the game, or expose the underneath obstacles using the Debug Button.

GAME RULES

The player will receive several warnings while trying to traverse through the game.

If a player is next to a Monster, he/she will be able to see a message in the top bar stating, "*Do you hear the screams?*".

If a player is next to a deadly creature, he/she will receive a warning stating, "*Your death is near!*".

If a player is next to a rock, he/she will receive a warning stating, "*Don't fall down!*".

If the player finds the deadly creature, he/she dies.

If the player finds magical ammo then he/she will receive a message stating "*You just found some magical ammo!*".

If the player finds the hill/rock, he/she get transported to a random box, which might contain the monster or the deadly creature, killing the player. However, if the player moves into a rock, he may

even land into another rock, which will remove the second rock on which he landed, thus removing one obstacle from the map.

If there are more than one obstacle in boxes adjacent to the player, the hierarchy of warnings shown is as follows:

1) Monster   2) Deadly Creature   3) Rock

HOW TO SHOOT

The player can click on only the adjacent boxes to shoot. If the charges reach 0, player dies. Whenever player shoots in a room doesn't containing the monster, the monster wakes up and moves trying to hunt down the player. Player cannot kill the deadly creature or break the rock using his charges.

HOW TO MOVE

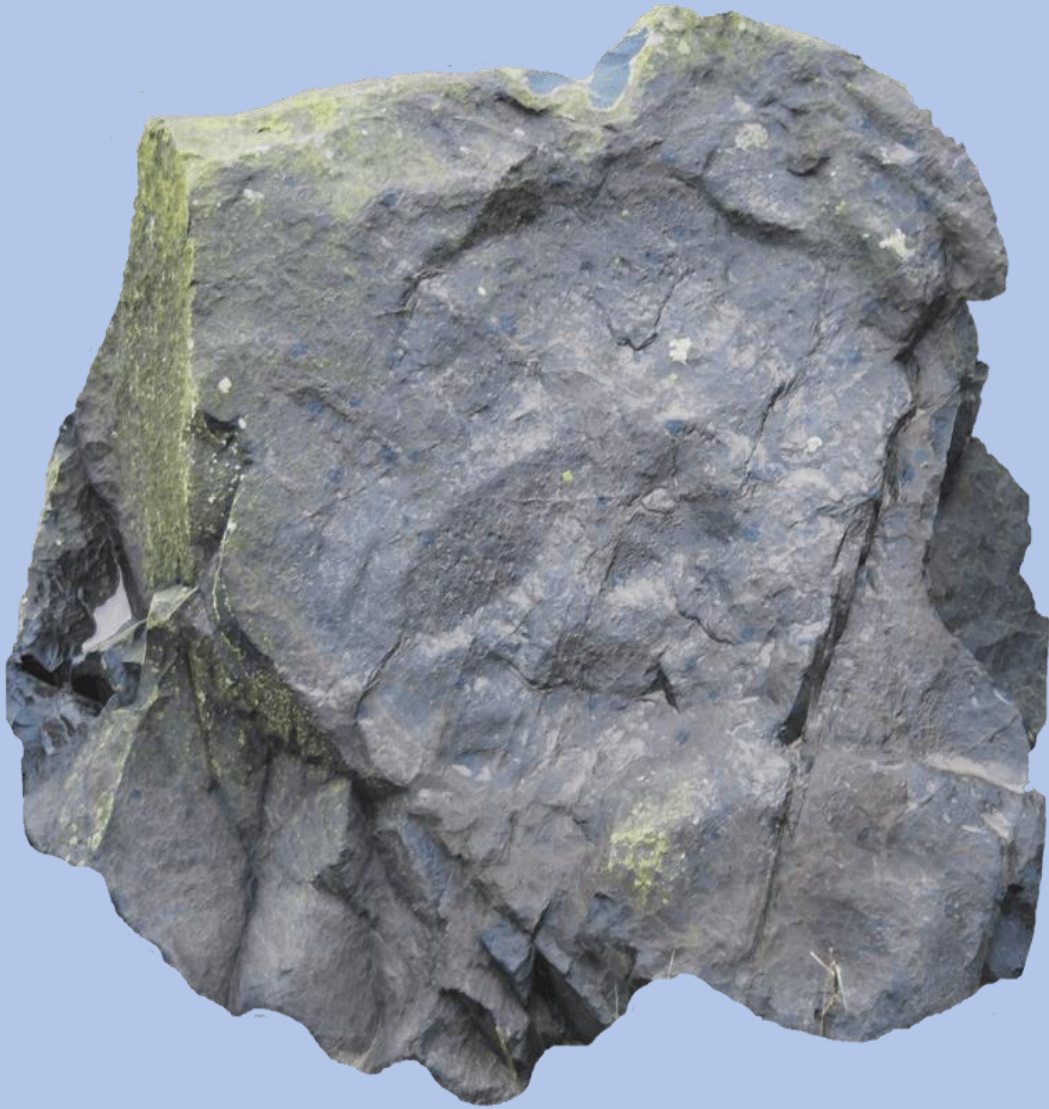The player can use the arrow keys to move the player around.

OBSTACLES AND PLAYER

1) Deadly creature (Joker)

2) Monster(Godzilla)

3) Rock or a Hill

4) Player (Iron Man)

GO SAVE THE UNIVERSE!

MONSTER HUNTER

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