

SE 3XA3: User Guide CraftMaster

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Date	Version	Notes
Feb 29th	1.0	General Content upload
Mar 26th	2.0	Final Update for Rev1

Table 1: **Revision History**

1 Overview

This document acts as a guide book for players who want to learn to play the game.

2 Terminologies

Term	Definition
OS	Computer Operating System
PC	Personal Computer

Table 2: **Terminologies**

3 How to install the game on your PC?

The game is supported on both Windows OS and Linux OS. Both versions can be simply downloaded as zip files from the download page of the [GAME WEBSITE](#). Once the zip file is downloaded and decompressed, it is ready to be started and played.

4 How to start the game?

The game is supported in executable file format. To start the game, you can go into the decompressed zip file and find the file named "CraftMaster" with the game logo as its icon, which is shown in figure 1 below. Placing the cursor on the icon of the file and a double left-clicks will automatically start the game.

Name	Date modified	Type	Size
source	2020-03-26 7:45 PM	File folder	
texture	2020-03-26 7:45 PM	File folder	
CraftMaster	2020-03-22 5:27 PM	Application	6,718 KB

Figure 1: Game File

5 How to play?

5.1 Start the Game

The Main Menu, Game Menu, and Loading Menu are shown in the figures below in figure 2, figure 3, and figure 4. To start the game, clicking on the "start Game" button and select a game loading mode. The game loading can be divided into "Start New Game" and "Load Game". With the "Load Game" option, the player can play in a game world that was previously saved. If the player selects the "Load Game" option, there are two game savings(Game one and Game two) to be selected, which are based on previous game savings.

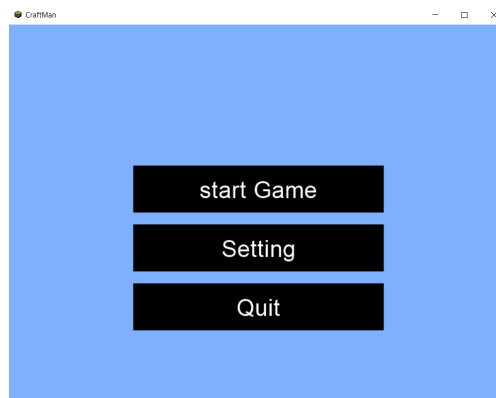


Figure 2: Main Menu

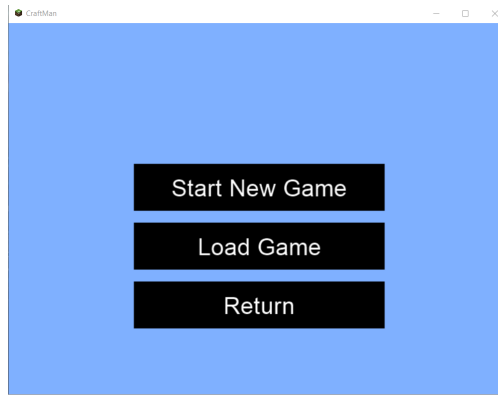


Figure 3: Game Menu

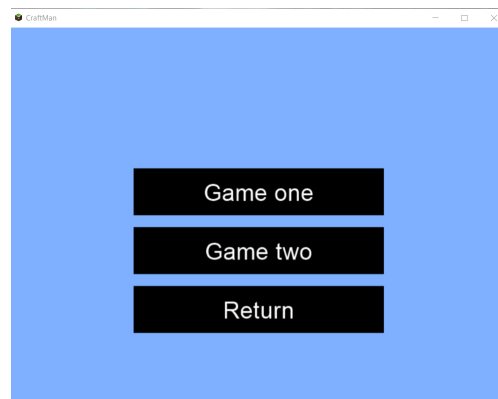


Figure 4: Loading Menu

5.2 In-Game Operations

5.2.1 Mouse-based Operations

Mouse Input	Operation(s)
Movement	Change the direction of the character
Left-click	Destroy a block
Right-click	Build a block

Table 3: Mouse-based Operations

5.2.2 Keyboard-based Operations

Keyboard Input	Operation(s)
W	Move Forward
A	Move to the left
S	Move backward
D	Move to the right
Space	Jump
Tab	Toggle flying mode
ESC	Release Cursor from the game window and show ESC menu
1	Switch the block building type to brick
2	Switch the block building type to grass
3	Switch the block building type to stone

Table 4: **Keyboard-based Operations**

5.3 Change the Day-Night Mode

The Day-Night Mode can be changed on the Setting Menu before the game starts or on the ESC menu when the game is running.

5.3.1 Change it on the Setting Menu

To change it on the Setting Menu, clicking on the "Setting" button on the Main Menu(shown in figure 2) and then clicking on the day-night switch(shown below in figure 5).

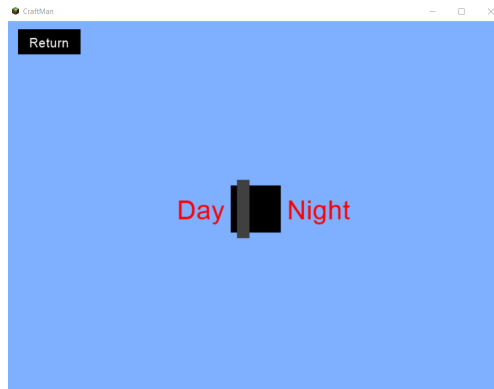


Figure 5: Setting Menu

5.3.2 Change it on the ESC Menu

To change it on the ESC Menu, clicking the ESC key on the keyboard while in game and then clicking on the day-night switch(shown below in figure 6).



Figure 6: ESC Menu

5.4 Save and Exit the Game

Once you release the cursor by clicking on "ESC" on the keyboard and the ESC Menu shows, choose an option to save to "game 1" or "game 2" by clicking on the saving buttons on the ESC Menu(shown in figure 6). This will automatically save the game scene and direct you to the Game Menu(shown

in figure 3). To quit the game, clicking on the “Return” button on the Game Menu and then clicking on the ”Quit” button on the Main Menu.

6 Something to be aware of

Any folder or file in the game folder beside the game file itself must not be changed or modified, or the game might not function well.