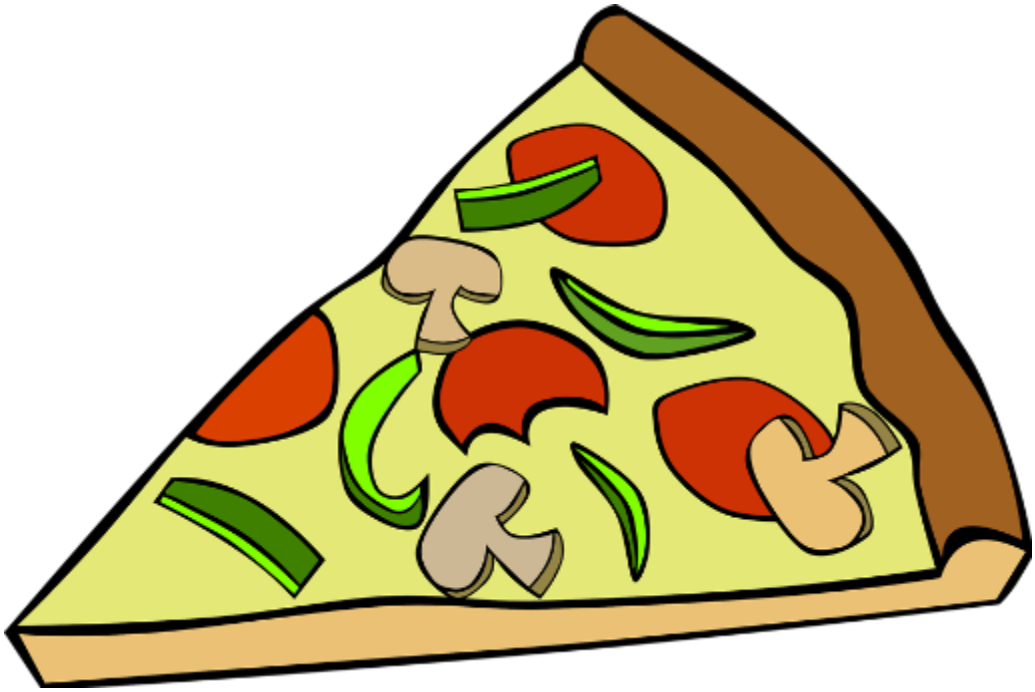

S4

Mom and Dad's Pizza Pad's Pizza Adventure

User Manual

Comp 3663 X2 - Group C

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1. Introduction

1.1. What is Mom and Dad's Pizza Pad Pizza Adventure?

Mom and Dad's Pizza Pad Pizza Adventure a PRPG (Pizza Role Playing Game) in which you are playing as a character (Pizza boy Joe or Garlic Fingers Gina), to deliver pizza to your destination. During your quest, your pizza is stolen. The story begins with Pizza Boy Joe or Garlic fingers Gina on a unexpected pizza run to Angry Town. On the middle of the run, you gets jumped by Angry Larry and the Anger Crew. Each member of the group grabs a piece of pizza and then scatters into Angry Town. When you regains consciousness you have two options: Go back and get fired, or be the pizza person you know you can be and get that pizza back! You only have a few minutes before the bad guys eat the pizza. If you try to get the pizza back by fighting, and fail, the bad guy eats the piece of pizza rendering it gone forever. If you win, you puts the pizza back in the box and continue on your journey to collect the rest of the pizza. After you've collected as much pizza as you feel appropriate, you can deliver it to the address specified in your notepad, and thus feeling the rewarding feeling of being the best pizza person known to humanity.

2. System Requirements

2.1. Hardware Requirements

Hardware Spec	Requirement
Operating System	Windows, Linux, or OS X
Hard Drive	100 Mb
Ram	128 Mb

2.2. Software Requirements

Mom and Dad's pizza pad's pizza Adventure requires Java to be installed on the machine using the application. This can be download from this location: https://java.com/en/download/

3. Installation

After you have made sure all the hardware and software requirements have been met, you can simply download the game file according to the operating system you are running (Windows, Mac, or Linux) and run the game file from the download page on our website, located at: http://falcon.acadiau.ca/~110854m/COMP3663/downloads

4. How To Play

4.1. How To Start

Once you've installed Mom and Dad's Pizza Pad's Pizza Adventure (See section 3), you can simply click on the icon on your computer to start up the game. There may be a short wait for initialization, and then the opening screen will appear. From the menu you will be able to start a new game, see high scores, or load a previous game. For more information on the main menu, see section 4.3.1

4.1.1. How to win the game

The point of the game is to get as many pizza slices back as possible, and to get to the destination. Your score will be calculated based on the number of pizza's collected and returned to the destination, and if there is a tie, the time taken to deliver the pizza's will be considered to score the player.

4.2. Control

4.2.1. Menu Selection

- The player must use the mouse to navigate through menus

4.2.2. Movement

- On the movement screen, you use the mouse to click on the tile you would like to move to

4.2.3. Battle Controls

- The Battle screen has the following buttons:

    - Fight
        - Displays the user's available moves
    - Items
        - Opens the Inventory screen
    - Flee
        - Returns to the Movement screen
- The mouse is used to select an option

4.3. Title Screen Window

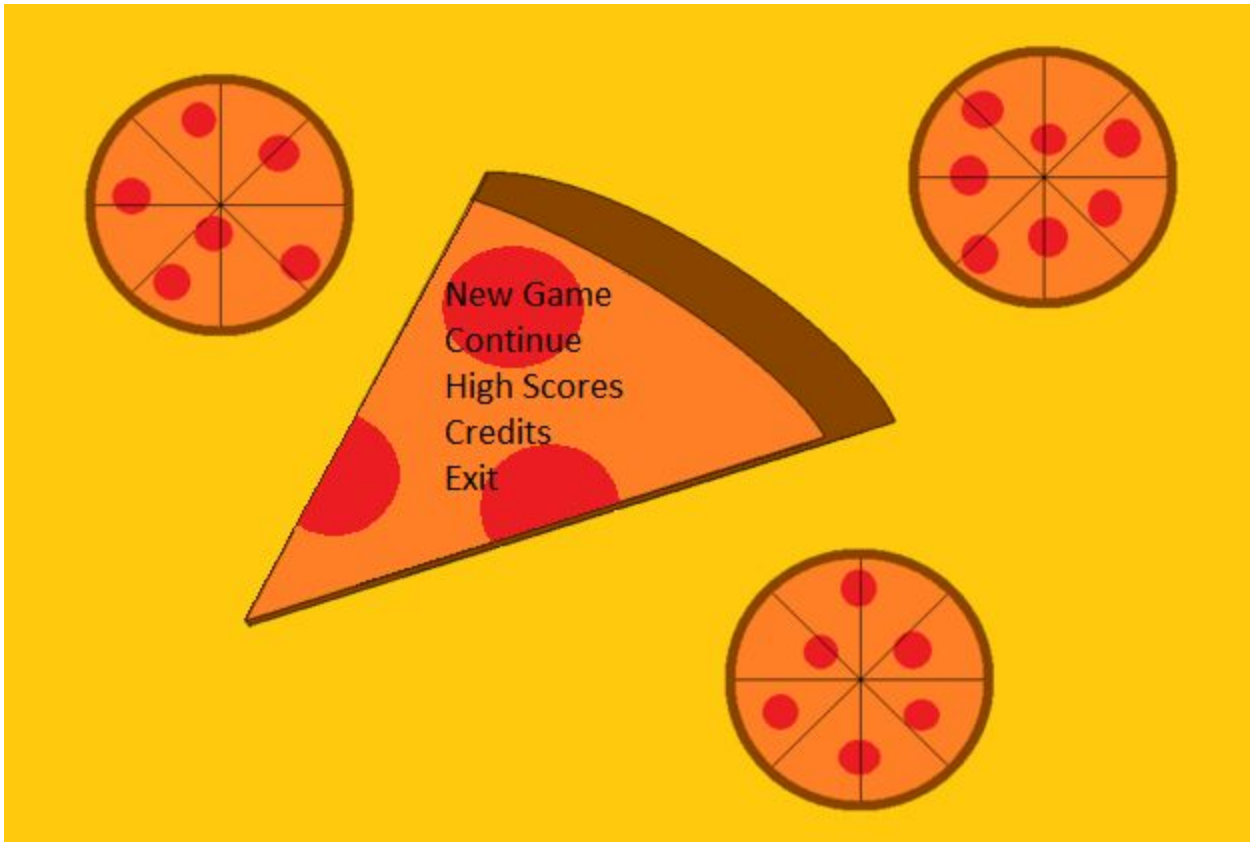


Figure 4.3-1 Title Screen Window

4.3.1. Title Screen Options

4.3.1.1. New Game

- Opens New Game window

4.3.1.2. Continue

- Opens Load window

4.3.1.3. High Scores

- Displays the top 10 high scores. Scores are determined by the total amount of pizza slices collected. In the event of a tie the winner will be determined by the player with the lowest time.

4.3.1.4. Credits

- Displays the credits

4.3.1.5. Exit

- Exits the game

4.4. New Game Window

4.4.1. New Game Options

- Selecting New Game from the Title Screen window brings you to the New Game window
- The New Game window contains the following
    - Character creation
    - Character attributes
    - Begin game
    - Cancel

4.4.1.1. Charater Creation

- Allows the user to choose between Pizza Boy Joe or Garlic Finger Gina

4.4.1.2. Character Attributes

- Shows initial endurance, speed, and intelligence
- Allows attributes to be distributed

4.4.1.3. Begin Game

- Finalizes character statistics
- Brings you to the Movement window

4.4.1.4. Cancel

- Choosing Cancel returns you to the Title Screen window

4.5. Continue

4.5.1. Load Options

- Displays previous saved games
- The user selects a saved game with the mouse and clicks continue

4.6. Menu Bar

4.6.1. Saving/Loading

4.6.1.1. Save Button

Selecting this option should prompt the player to select a save "slot". If there is already a save in that location, the player will be prompted with a message saying "Are you sure you would like to overwrite this save?". Should the player select "Yes", than their current session will overwrite that save location.

4.6.1.2. Load Button

Selecting this option will take the user to the "Load Game" screen. See section 4.3.1.2 for more detail.

4.6.1.3. New Game Button

Selecting this option will prompt the user to save their game before exiting the session. If the user chooses that they would like to save before exiting, they will go into the Save Button dialog. If they do not want to save their current session, the game will take the user to the "New Game" screen. See section 4.4 for more detail on the New Game options.

4.6.1.4. Exit Button

Selecting the *Exit Button* should prompt the player to save the game before exiting the session. If the user chooses that they would like to save before exiting, they will go into the Save Button dialog. If they do not want to save their current session, the game will take the user to the *Title Screen.* See section 4.3 for more detail on the title screen.

4.6.2. Attributes

4.6.2.1. Health

Health points are displayed at the right of the screen at all times the player is in a session. The health is displayed as a ratio of (Current Health)/(Maximum Health). Current health is decreased as enemies attack the player in the Battle Screen. Health can be replenished by using items (See Section 4.8 for detail on items). When the player's health reaches zero (0) during battle, the player is ejected from the fight onto an adjacent tile to where the fight was being held. The player will have reduced current energy, but their health will be replenished to half. The enemy who defeated the player will also not drop a slice of pizza any longer, as they have consumed it, in celebration of their victory over the player. *Yum.*

4.6.2.2. Energy

Energy points are what the player uses to move around the map, and use attacks against the Anger Crew. Energy is displayed on the right side of the screen as a ratio of (Current Energy)/(Maximum Energy). When energy reaches zero (0), the player is no longer able to make map movements or fight in battles. Energy can be replenished from using items.

4.6.2.3. Endurance

Endurance is the stat that defines how much total energy the player can have. If a player's Endurance is 22, than logically the player's maximum energy is also 22.

4.6.2.4. Intelligence

The intelligence stat is what alters the probability of Anger Crew attacks. Since the combat system works in a rock/paper/scissors style format, the player first chooses and attack and then the enemy's attack is chosen based on a number of calculations. One of these calculations is to factor in intelligence. With higher intelligence, they enemy has a higher likelihood that they will choose an attack that is weak against the one that the player has chosen.

4.6.2.5. Speed

The speed stat is what gives the player a chance to dodge attacks. With a higher speed, the player is more likely to dodge the enemy attacks and receive no damage from them on that turn.

4.6.3. Inventory

4.6.3.1. Selecting an Item

The inventory button is situated on the right side of the screen while the player is in session. Once selected the player will be shown a window which has a grid of icons. Each of these icons should have the image of an item in the game, as well as a quantity of items that the player currently has. If the player hovers their mouse over an icon, it should show the name of the item. Once an item is selected the player can either confirm or cancel their choice. If cancelled, the player returns to the previous window in which the inventory button was selected. If confirmed, the players stats (and maybe appearance) will be altered to match the items attributes. For more detail on specific items, see Section 4.8.

4.7. Battle Window

4.7.1. Attack Types

4.7.1.1. Overall Damage Multipliers Table

Player Attack	Enemy Attack	Pepperoni Bazooka	Pizza Box Smash	Pizza Cutter
Pepperoni Bazooka		-50% (of remaining health)	100%	300%
Pizza Box Smash		150%	100%	50%
Pizza Cutter		50%	150%	100%

4.7.1.2. Pepperoni Bazooka

Pepperoni bazooka is a particularly powerful, but risky attack. A successful attack does double damage, but halves your own intelligence for the remainder of the battle (because you just fired a bazooka in an alleyway, we're making assumptions about your intelligence). If both players use the Pepperoni Bazooka, they both lose half of their remaining health but the player is given a lump of

radioactive pepperoni (See section 4.8.x for more detail on the LORP item). As seen in the table in 4.7.1.1, the Pepperoni Bazooka does 100% base damage if the enemy chooses Pizza Box Smash, and 300% base damage if the enemy chooses Pizza Cutter.

4.7.1.3. Pizza Box Smash

On successful attack, Pizza Box Smash grants a buff to the player wherein their speed is increased for the next turn. This attack does 150% base damage when used against the enemy's Pepperoni Bazooka, and 50% base damage when used against a Pizza Cutter.

4.7.1.4. Pizza Cutter

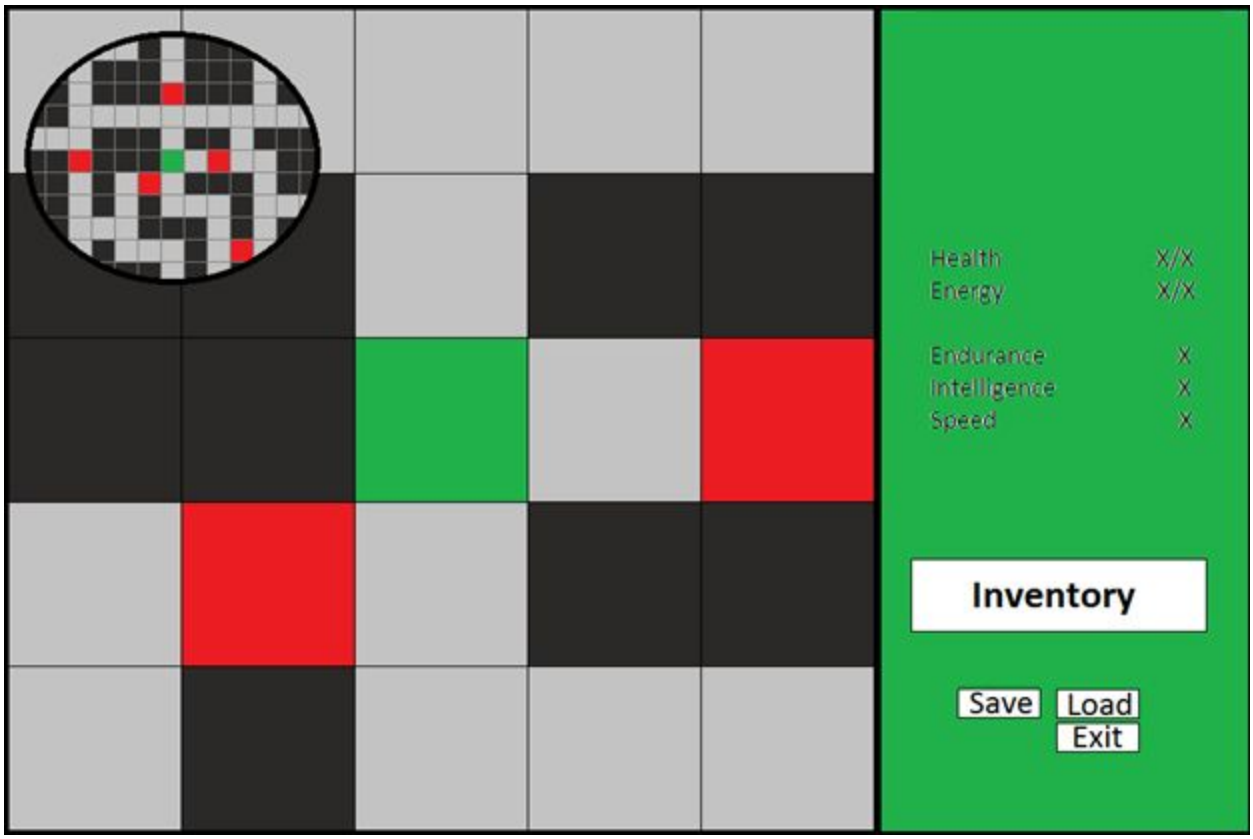
On successful attack, Pizza Cutter will make the enemy bleed for the next 3 turns. While the enemy has a bleed effect on them, they will take a small amount of damage per turn, regardless of if proceeding attacks are successful or dodged. This attack does 150% base damage when used against the enemy's Pizza Box Smash, and 50% base damage when used against a Pepperoni Bazooka.

4.8. Items

Item	Picture	Description
Soda Pop		When consumed it replenishes a portion of the players energy.
Pizza Slice		The goal of the game is to gather as many as possible, they can be eaten to increase the player's energy when it is running low (this isn't encouraged as it means less slices for the player to collect). They are dropped by enemies when they are defeated.
Mom's Baked Beans		When consumed it increases chance of a successful attack.
Energy Drink		When consumed it temporarily increases speed attribute.

Mr. Michel's Map		When used it reveals if nearby tiles have enemies or items on them.
Donair Sauce		When consumed it completely refills the player's energy bar.
Magic Pizza Potion		When consumed it turns the player into an Angry Larry clone. This effect will confuse the Anger Crew members and they will give the player their Pizza Slice without needing to fight them. This effect wears off after the first encounter with an Anger Crew member.

4.9. Map Window



4.9.1. Movement Options

The map is composed of street tiles and walls. Tiles can be moved to walls cannot. A player can choose to move up, down, left or right from any time as long as the direction they are choosing is a street tile and not a wall.

4.9.2. Character Statistics

4.9.2.1. Health

Shows the player's current health.

4.9.2.2. Energy

Shows the player's current energy level.

4.9.2.3. Endurance

Shows the player's current endurance level.

4.9.2.4. Intelligence

Shows the player's current intelligence level.

4.9.2.5. Speed

Shows the player's current speed level.

4.9.3. Commands

4.9.3.1. Load

Displays the load game screen.

4.9.3.2. Save

Saves the current game.

4.9.3.3. Exit

Exits the current game.

4.9.3.4. Inventory

Shows the inventory screen.

4.9.4. Street Tile

The tiles that make up the map. Each Street Tile can hold max one enemy, a hidden item or nothing at all. They are all given unique names to help the player navigate.

4.9.4.1. Street Tile Attributes

6.9.4.1.1 Thirsty Wizard

When encountered he asks the player for a drink, the player can then choose to give the wizard a can of soda if they have one. Upon giving the wizard soda he gives you a magic pizza potion (Section 4.8.7).

6.9.4.1.2 Slipperiness

A tile with Slipperiness has a chance that the player will not travel to the tile the clicked on.

6.9.4.1.3 Pizza Whiff

A tile with Pizza Whiff will give the player a boost to their endurance.

6.9.4.1.4 Poison Gas

A tile with Poison Gas will lower the player's energy level slightly.

4.10. Saving the Game

The user clicks the save button from the movement screen. They are prompted to name the save file then click save again.

5. Bugs

If any bugs or issues are encountered during your experience with the game, please contact our customer support person Liam MacKinnon at 114393m@acadiau.ca

Please include how the bug was encountered, along with the operating system you are running, and any other relevant information.

6. Content Rating

This game is rated T for teen because of mild fantasy violence, mild suggestive themes and potentially uncomfortable sound effects.

7. Contact

For any and all comments, questions, feedback and bug reporting please do not hesitate to contact our customer support person Liam MacKinnon at 114393m@acadiau.ca

8. Glossary

Bazooka
This is a large weapon, used traditionally to fire rocket propelled explosives at vehicles and tanks during war. It is not traditionally used to shoot pepperoni.

GUI
Stands for "Graphical user interface" and refers to the type of user interaction system that appears as various buttons and graphics on a screen which users can interact with using their mouse or keyboard.

GUMP
This stands for "Giant Ultra Mutant Pepperoni" and is a part of the game Mom and Dad's Pizza Pad's Pizza Adventure. The player turns into a GUMP when they use a LORP in their inventory.

JRE
Stands for "Java Runtime Environment", which is a program that needs to be installed on the computers running the system. This program is already installed on most modern computers. It allows programs written in the programming language "Java" to be run on the computer. This runtime environment has many versions, and a sufficiently late version of the runtime environment will need to be installed on the computers running the game.

Linux
This is an operating system that is an alternative to Windows and Mac OS

LORP
This stands for "Lump of radioactive pepperoni" and is a part of the game Mom and Dad's Pizza Pad's Pizza Adventure. The player receives a LORP when, in a battle, both the player and the enemy use the pepperoni bazooka.

OS
This stands for "Operating System", and refers to the base system installed on any computer from which all other programs are run.

UI
Stands for "User interface" and refers to any system that a user of the system would use to interact with the system.

9. Index

Simply click on a hyperlink to take you to the related page:

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