

Dungeon Fall Manual

Story

Andrew the Lecturer

After seeing all the student evaluations for COSC345 that he had to get through, Andrew sat down at his desk and began to read. The night was getting darker and darker and Andrew's eyes began to flicker as he started to fall asleep. As his head hit the desk, his dreams convince him he is falling down a hole. What a nightmare! Can you help Andrew down the hole so that he can survive this nightmare?

Big Chungus the Bunny

Big Chungus, being the leader of his pack, led his bunny troop into the wilderness. He comes across a group of people who have set up camp for the night. He sees from a distance that they have a massive pile of carrots placed in a box by the tents. DINNER! He calls his troops to charge, but as they hop towards the food, Big Chungus falls down a hole. Can you help Big Chungus down the hole so he can get back to his bunny troop?

Matthew the Gamer

After a long dusty night of playing Fortnite, Matthew realised that his COSC345 tutorial was in 10mins. He quickly bolts out the door with his shoes half on, and runs to class. On his way there he trips over his shoelaces! Silly Matthew. He starts rolling across the ground until he falls down a hole. Oh no.

The Objective

In Dungeon Fall your goal is to get the highest score possible by falling as long as you can by dodging the fireballs and walls. Try to beat the high score!

Controls

Main Menu

Use the Arrow Keys to navigate the menus and press the "Space" or "Return" key over the menu option you want to select. Press the "Delete" key (MacOS) or the "Backspace" (Windows) to navigate back to the previous menu.

Player Controls

Use the Arrow Keys to move the character in eight different directions in order to dodge the fireballs and walls.

Obstacles

Fireballs (Phase 1)

In order to survive you'll need to dodge the red, blue and green fireballs that come shooting up from the bottom of the screen. Be careful not to touch the walls!

Moving Walls (Phase 2)

After Phase 1, the walls will start moving around into random positions, be sure to have quick reaction times!