Group Number 2

Alexander Berg, Josua Hämmerle, Brian Schneider, Simon Rutschka, Lukas Wunsch

USER MANUAL

For the tower defense game Cocofender

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# Running the game

Double click TowerDefense.exe or an available shortcut to said application. For system requirements and detailed installation instructions please refer to the provided deployment manual.

# Start your first game

## Main Menu

A picture containing calendar

Description automatically generated

As seen in the screenshot above, the main menu consists of a level selection, a *Quit*-Button and a *Play*-Button. To select a level, click on one of the four rectangles, which name the level you will choose by doing so. The selected button will appear in a darker color. After selecting the level, press the *Play-*Button to start the level. The *Quit*-Button will end the application.

## Level

Graphical user interface, application

Description automatically generated with medium confidence

Once you have entered a level, the screen should look like the image above. On the right-hand side of the screen, you can see the shop. If you have enough money, you can select one of the three turrets. Once bought, you can place them by somewhere along the road of the map. If the field you choose is available, a green indicator will appear. If the indicator is red, the turret cannot be placed on this exact field.

You need to place towers besides the path to stop enemy UFOs from reaching the end of the path. Each UFO killed will provide you with more gold to strengthen your defenses.

The number besides the red Heart in the left top corner indicates your current Health Points. As long as you have Health Points left, an endless number of enemies will spawn and try to get to the end of the map (round tower). For each enemy slipping through your defenses a Health Point will be deducted. If your Health Points reach zero, the current run will be over and you can try again.