

Run 'n Gun

User Manual

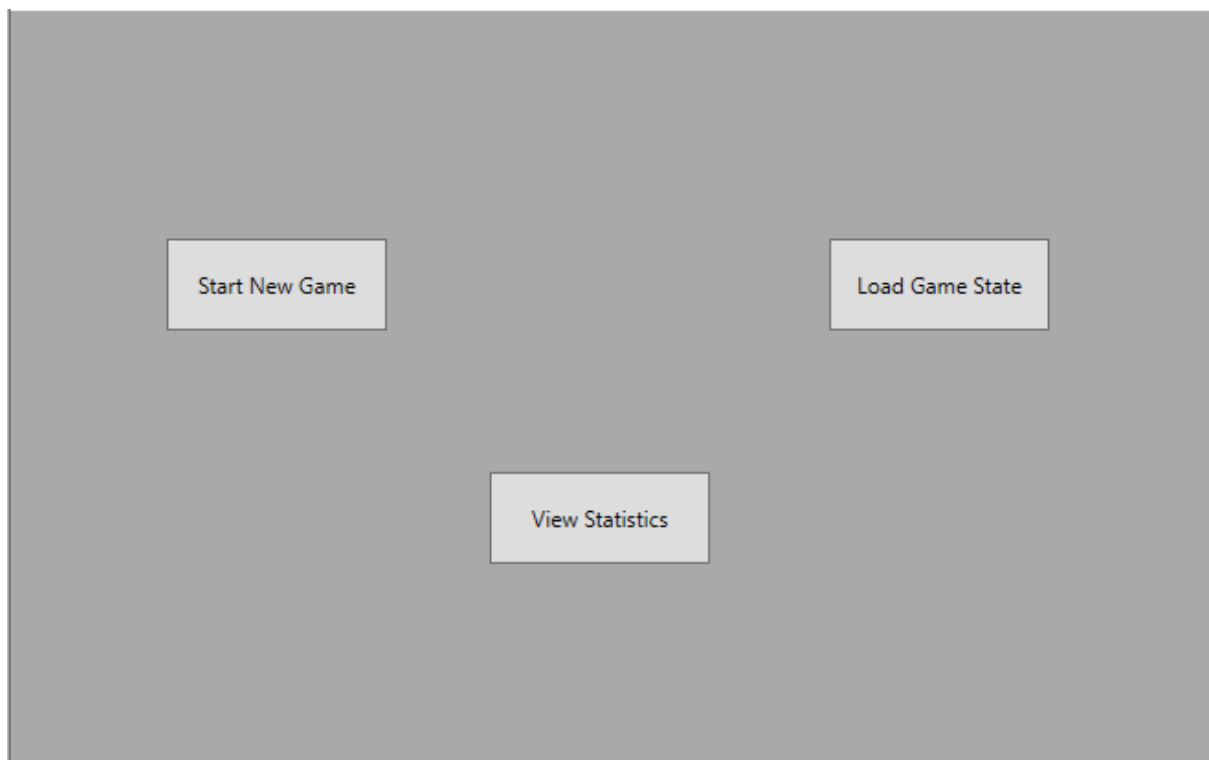
Application version v0.1

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Last updated: 2020.05.16.

Game homescreen

Upon running the application, the game's homescreen is presented to the user:

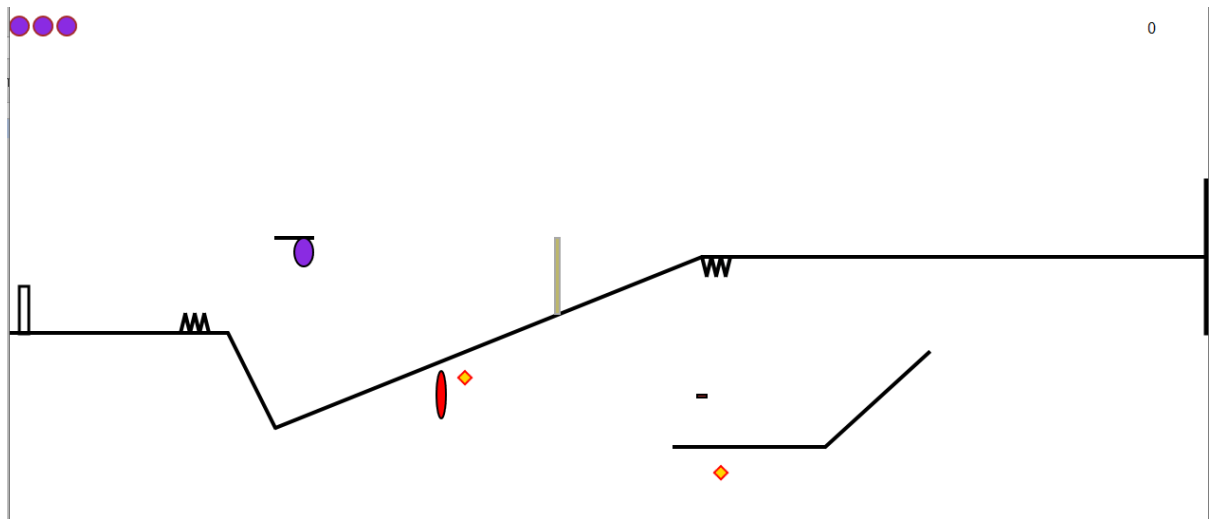


The available options are:

- Start new game
- Load game state
- View statistics

Upon clicking on “Start new game” the user is presented with the first level’s graphics.

Level screen



The player is able to move it's character by using the arrows keys of LEFT and RIGHT. The player is not permitted to jump.

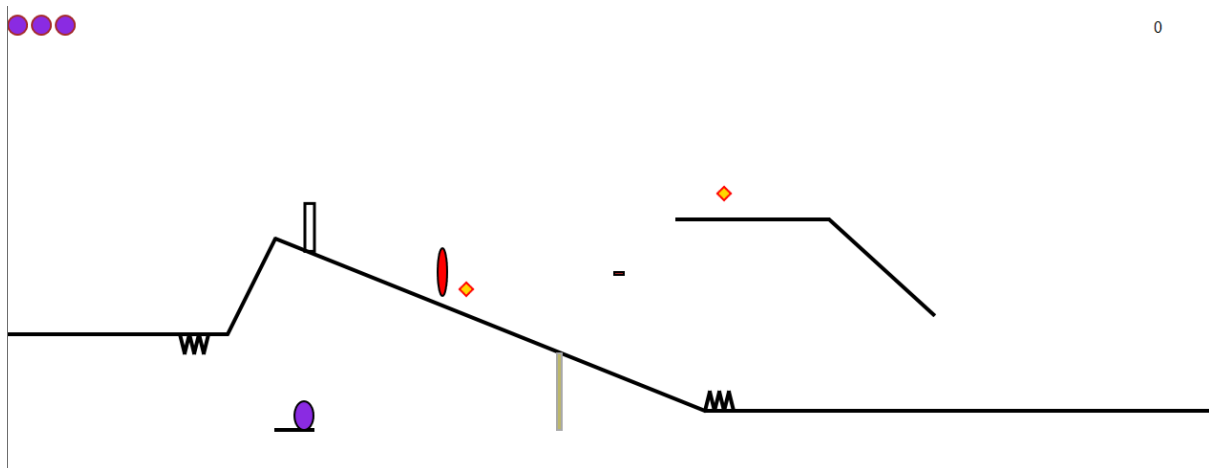
The player has 3 lives, indicated on the top left corner. When encountering obstacles that are dangerous, (such as spikes) this life is substracted by 1, and upon reaching zero, the progress resets. Health is also substracted upon touching enemies, and being shot by a bullet.

Three types exist for bullets:

- Tiny bullet
- Standard bullet
- Torpedo

Use these types of bullets in order to defeat your enemies. Tiny bullets are faster but do less damage. Torpedo bullets do more damage, but shoot at a smaller firerate. Enemies are able to use different bullets, so beware!

The user is able to “flip” the game’s map on an invisible horizontal line. To flip the map use the SPACE bar on the keyboard. The levels are designed in such a way to make it possible to use this mechanic to the players’ advantage, but not too easy as to still present a challenge that the user has to complete.



The user has to manage to get the player to the other end of the map, by maneuvering through obstacles, the map's unique design that without flipping the map around the horizontal axis, would otherwise not be traversable. The player encounters various enemies that also shoot different bullets when playing the game.

The player may encounter three enemy types during its journey in the game:

- Standard enemy
- Large enemy
- Boss enemy

The larger and more dangerous the enemy, the more bullets it needs to be shot with in order to die.

Upon losing all lives, the user is informed via a message in a new window, that the progress has been lost:

0



When clicking on the „OK” button, the current level's screen closes, and the game's homescreen is presented one again.