

Run 'n Gun

User Manual

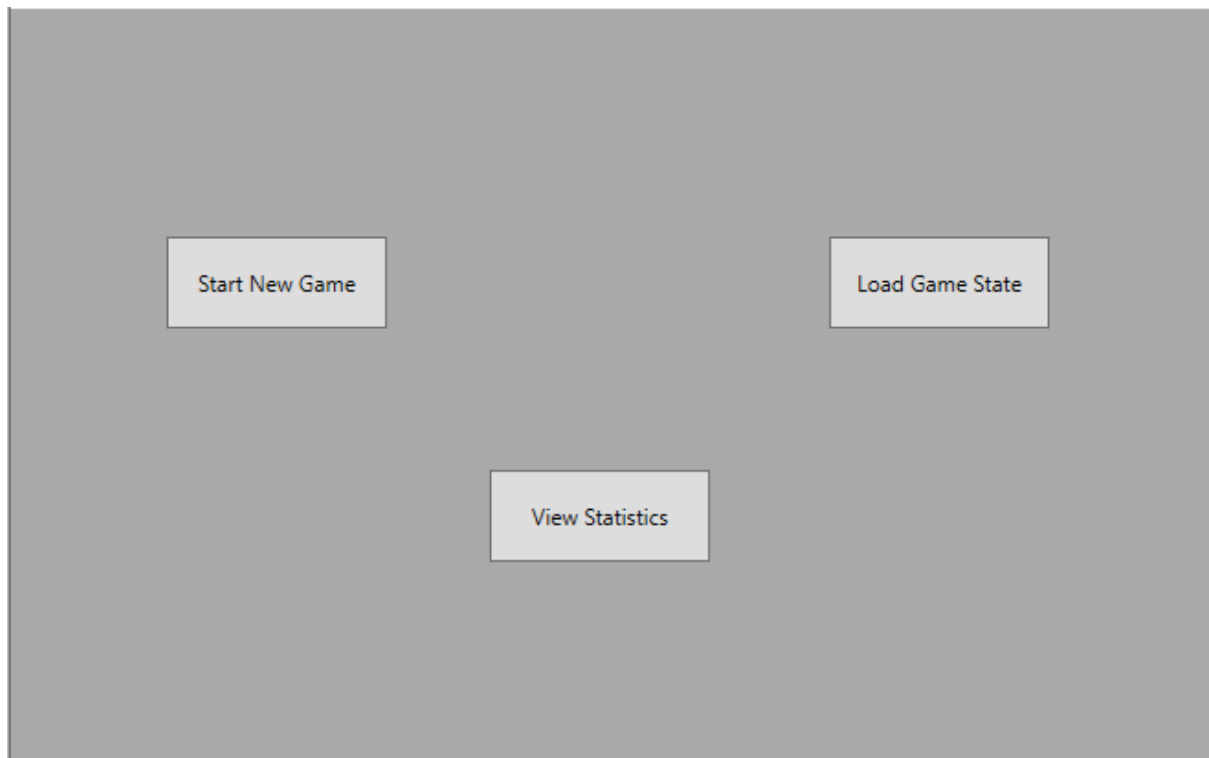
Application version v0.1

User manual version v0.1.2

Manual last updated: 2020.05.17.

Game application's main menu homescreen

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

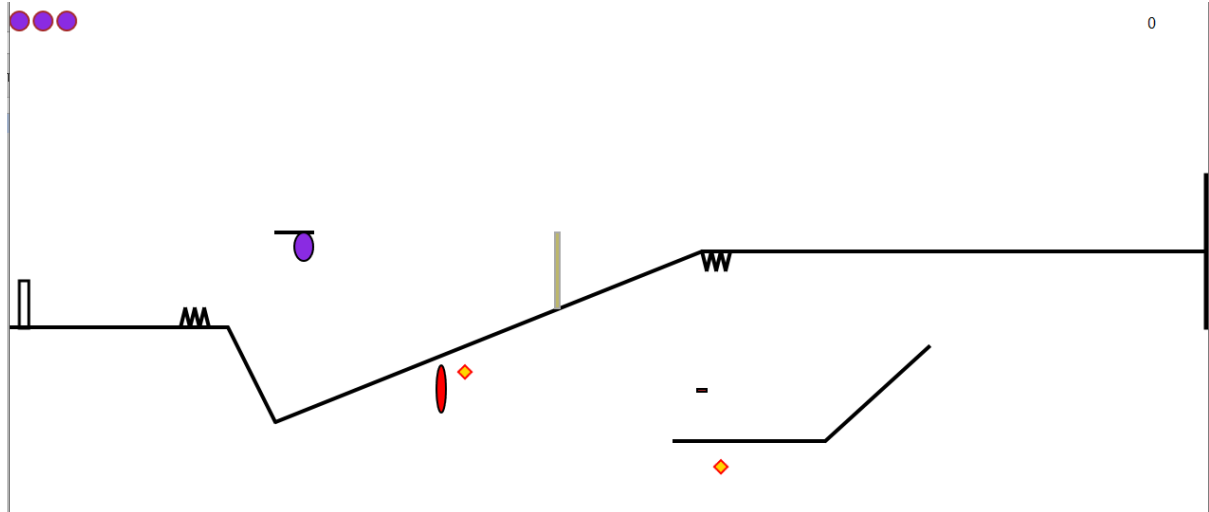


The available options are presented to the user, such as:

- **Start new game**
- **Load game state**
- **View statistics**

Start new game: Game Level screen

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



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.

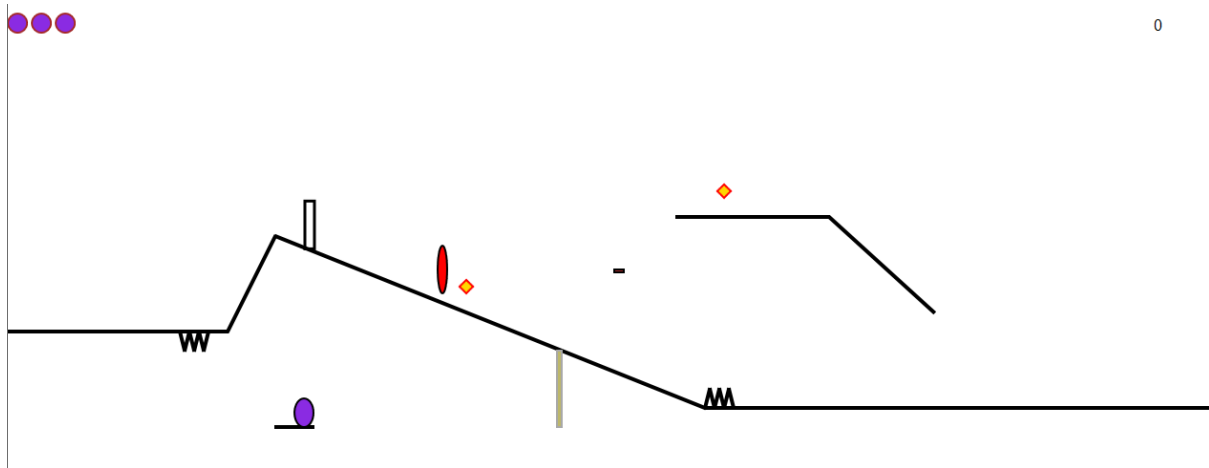
Tiny bullets are faster but do less damage.

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.



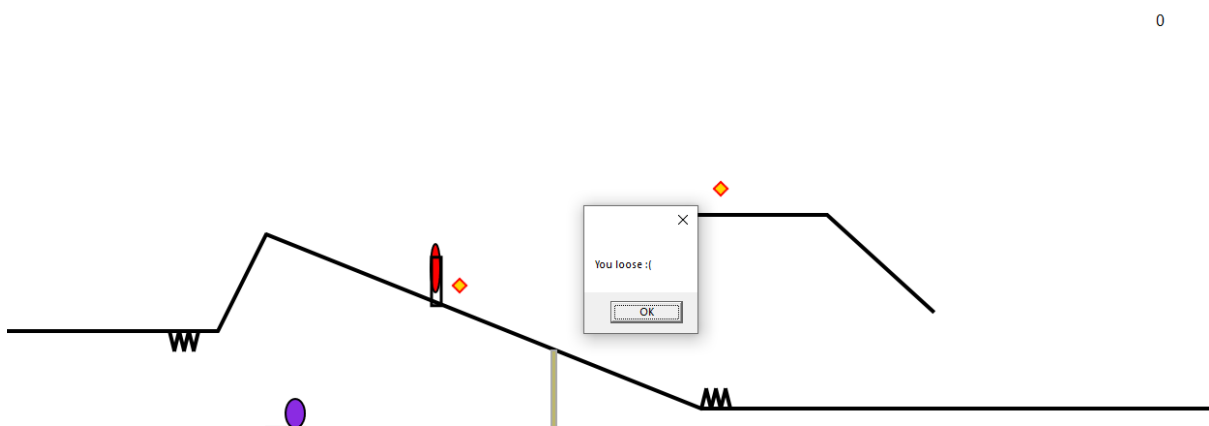
The user has got to manage to get the player to the other end of the map, by maneuvering through obstacles, the map's unique design that without flipping the map around the horizontal axis, would otherwise not be traversable. The player encounters enemy that also shoot bullets when playing the game.

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

- Small enemy
- Medium 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:

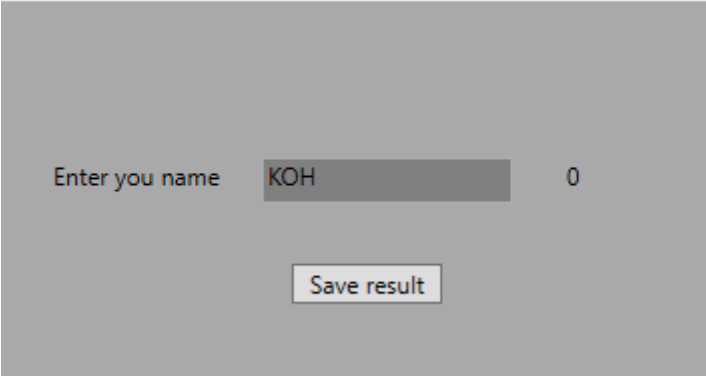


When clicking on the „OK” button, the current level's screen closes, and the game's homescreen is presented one again.

Death screen for saving the player's score

Upon death, the user is able to save their score using the window that is presented right after clicking "OK" on the death message when the game is over.

The user is able to input their name, to which their current collected score is assigned and saved to a locally running database:



Enter your name 0

On clicking "Save result" the players' score is saved and the window disappears. The user is presented with the application's main menu homescreen, on which by clicking the "View statistics" button, the user is able to view the currently saved statistics on their collected score.

View statistics screen

Upon clicking the “View Statistics” button, the user is able to view the statistics of their present games played. For every name there exists a score which the user has gained over that one game:

Name	Scores
test	0
KOH	0