

User Manual

Pixhell

Pixhell is a top-down, 2D, rogue-like bullet hell game inspired by Dante's Inferno. The game is designed to be a challenging and rewarding experience that encourages replayability for players of all skill levels.

Installation and Running

Prerequisites: Be using a modern operating system (Windows 10/11 or MacOS), and have 5GB of space available on a drive. There are no software requirements for the base installation.

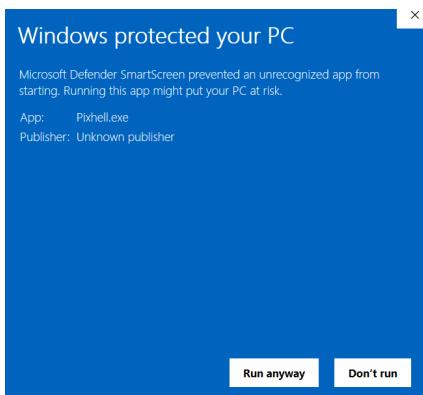
1. Navigate to [Releases · CS362-Team12/Pixhell](#)
2. Click on the most recent release
3. Navigate to the download button and download the project
 - a. If you are using Windows, download the zip file which has Windows in its name

 [Windows-1.0.zip](#)

- b. If you are using Mac, download the zip file which has Mac in its name
 - i. Note: Mac has only been lightly tested due to lack of Mac to test with. We think it will work, but aren't completely positive.

 [Mac-1.0.zip](#)

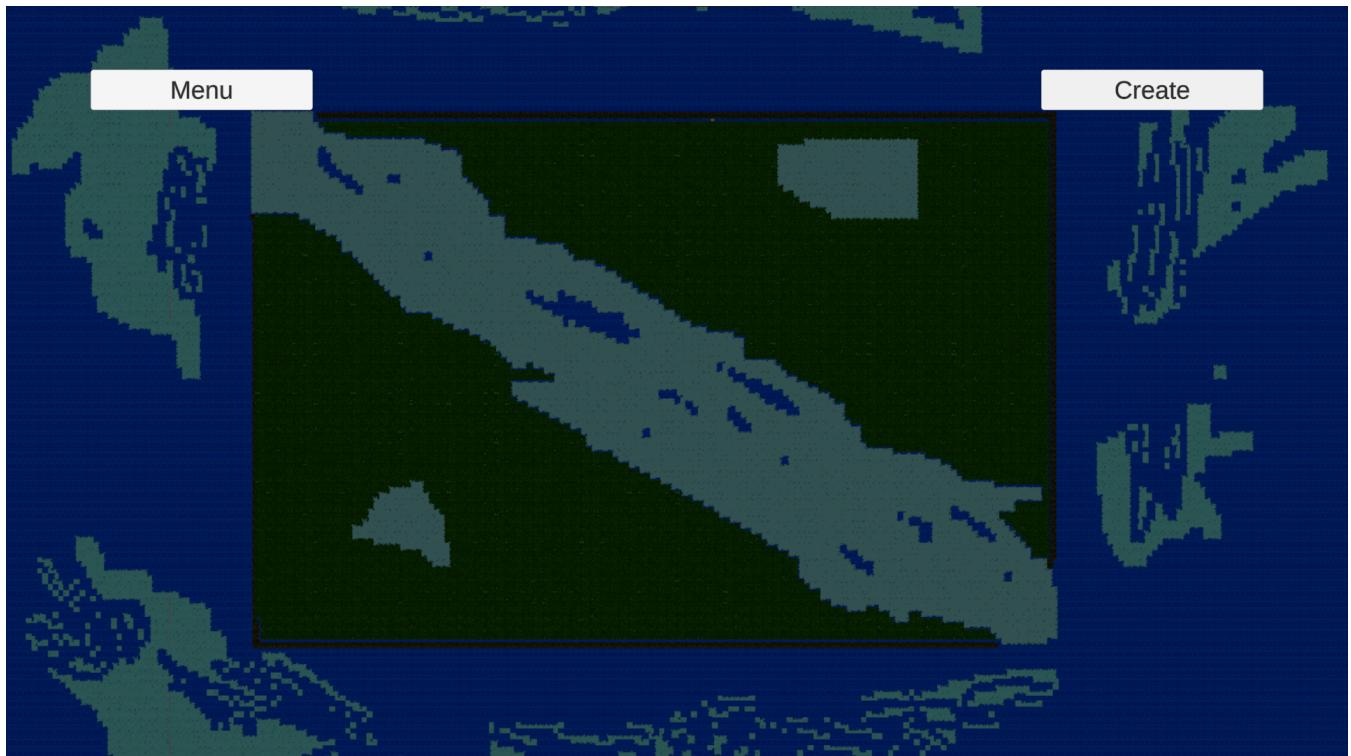
4. Save the game in a findable location
5. Navigate to the saved folder and extract the zip file
6. Open pixhell.exe in the newly extracted folder
7. Windows Only: If necessary, click "More info" and then "Run anyway" when prompted by Microsoft defender.



In Game Control (how to play the game):

Loading into your first run

Upon loading into the game, the player will be presented with a “Start” and “Exit” button. Click the “Start” button to proceed to the Run Selection screen, which will look like this:



To begin playing the game, press the “Create” shown in the top right, which will create a fresh run file. This will be shown in the form of a clickable panel (shown on the right) that will load the player into the game. The panel shows information about the run save like the last time the player played that run, the highest arena that has been achieved, and the amount of money in the inventory. The player can also choose to delete this or any other run file at any time by simply clicking the “Delete” button shown in the bottom right of each panel.

Clicking the panel will load the player into the Character Selection screen.



Choosing your character

Upon loading into the Character Selection screen, the player is presented with 3 character choices. They are the Warrior, Archer, and Mage. Each character has different attacks, special attacks, health, and damage. More information on the specifics is below.



Any of these characters can be chosen any time the player loads into a run, with no penalty for switching characters even mid run. If the player chooses to back out of a run to choose a different character, they are free to do so, and will maintain any progress they have made. To select a character, simply press the "Select <Character>" button on the bottom of each of the panels. This will load the player into the lobby, also known as *Limbo*.

Controls

Movement:

Use W to move up

Use A to move left

Use S to move down

Use D to move right

Use a combination of two of these keys to move diagonally. For example, WA will move up and to the left.

Escape - Pauses the game, and allows the player to return to the lobby or exit to the main menu

Press the spacebar to perform a dash. This dash will take you a short distance and you are invulnerable during the duration of the dash. Dash cooldown is located in the bottom left corner. Hold shift to sprint. While sprinting, you can not attack.

Attacking:

Press left click to attack once

Hold left click to attack constantly

Abilities:

Press Q to use ability 1

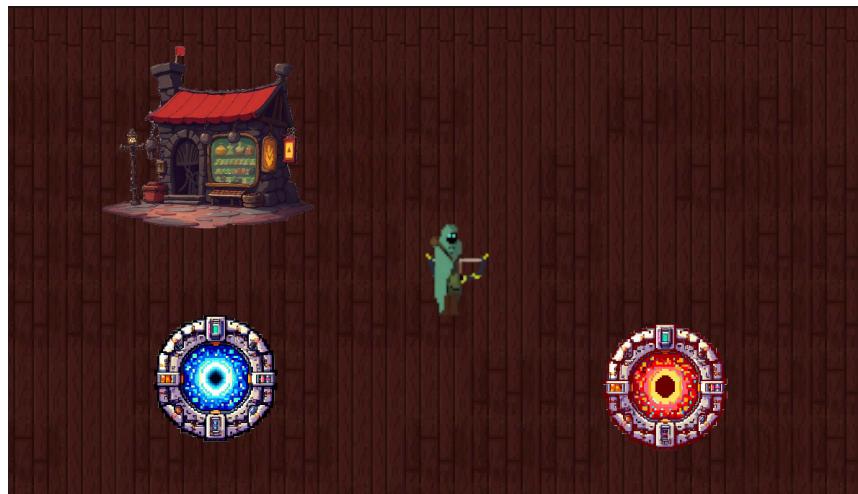
Press E to use ability 2

- Archer
 - Standard Attack: Launch an arrow that does moderate damage
 - Ability 1: Piercing arrow - Fire a high damage arrow which pierces through enemies hit
 - Ability 2: Arrow Volley - Fire a volley of arrows over a wide angle
- Warrior
 - Standard Attack: Launch an arrow that does moderate damage
 - Ability 1: Lifesteal - Damaging enemies makes the player heal
 - Ability 2: Rage - The player does much higher damage on hit
- Mage
 - Standard Attack: Launch a fireball that does low damage, but with an area of effect that damages nearby enemies
 - Ability 1: Lightning - Creates a chain lightning effect at the player's mouse that bounces between enemies, dealing moderate damage
 - Ability 2: Fireball Volley - Fires a volley of homing fireballs over a wide angle

The cooldowns for the abilities are shown in the bottom left of the screen.

Limbo

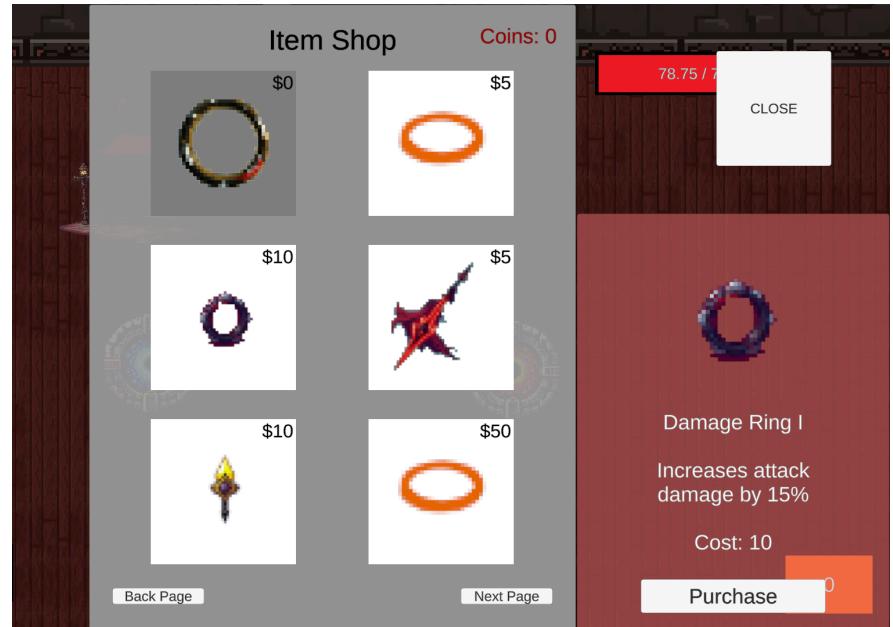
Limbo is the lobby for Pixhell. Inside are portals for each arena, and a clickable item shop icon (shown right). The portals are the access point for each arena, with the left portal in the image taking the player to Lust, which is the first arena when walked on. Portals are colored in red when locked, and turn blue once unlocked. In order to unlock an



arena, the one directly before it must be completed. For instance, the player must complete the Lust arena before moving on to the Gluttony arena.

Item Shop

The item shop is the clickable house icon located in the image above. The item shop is crucial to progression, as it allows players to purchase upgrades for their characters that are permanent. Items are purchased with coins dropped by enemies in the arenas. To purchase an item, click on any of the icons shown in the center panel, and then click the “Purchase” button shown on the right. This will put the item in the player’s inventory (assuming the player has enough coins to purchase the item). Purchasable items are shown to have a white background, while items that are already owned have a grey background. Players can also choose to sell their existing items for a full refund on coins.



Player HUD

When in an arena, players have icons shown on the screen giving information about their character.

- Top Left: Experience - Once full, choose an upgrade from 3 displayed
- Top Right: Health - If health runs out, you will die and have to restart the arena
- Bottom Left: Ability cooldowns, this shows how long until an ability with a cooldown can be used again



- Bottom right: Coin count: The number of coins obtained that can be used to buy items from the item shop

Gameplay

Each arena consists of multiple waves of enemies, that each get progressively harder than the last. The player will only move on to the next wave in an arena once all of the enemies from the previous one have been defeated. The final wave of each arena consists of a final boss that must be defeated to complete the arena. The player must complete every wave without dying in order to win.



Along the way, enemies will drop experience orbs that can be picked up. Once the experience bar (shown top left) is full, the player will be presented with the upgrade screen, which allows the player to choose from 3 random upgrades. These upgrades only last for the current arena attempt, and will disappear once the player returns to the lobby. Each upgrade requires more experience than the last, so as the arena progresses it becomes more difficult to get upgrades.

Reporting Bugs

Bugs will be reported on [Issues · CS362-Team12/Pixhell](#). When on this page, click the button labeled “New Issue,” and report on the discovered bug. Please include **at least** the following information in the issue (this is a minimum report).

1. Descriptive title of the issue, including the screen the bug occurred on (“Lust Arena: Lines in Tilesets”)
2. Descriptive description about what the bug is
3. List of steps to recreate the issue
4. A photo or video of the bug, if applicable

To provide a more in-depth bug report, please follow this guide:
<https://www.gamedeveloper.com/design/how-to-report-bugs>

Known Bugs

All known bugs are listed in the issues page noted above.