# User Manual

Pixhell

Pixhell is a top-down, 2D, rouge-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
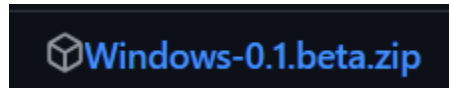
   b. If you are using Mac, download the zip file which has Mac in its name
      i. Note: Mac has only been lightly tested due to lack of Mac to test with. We think it will work, but aren't completely positive.
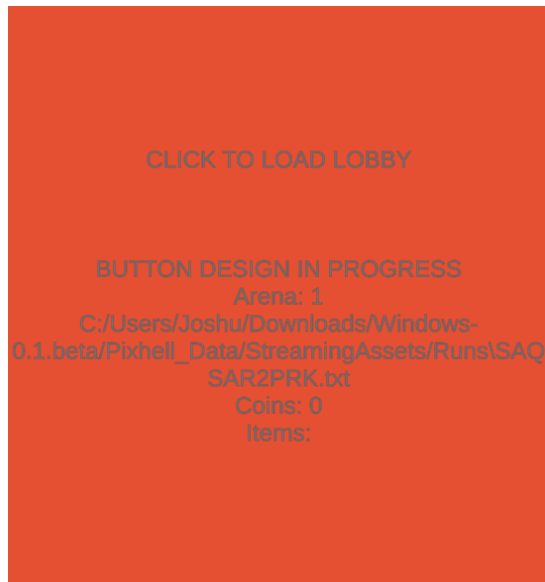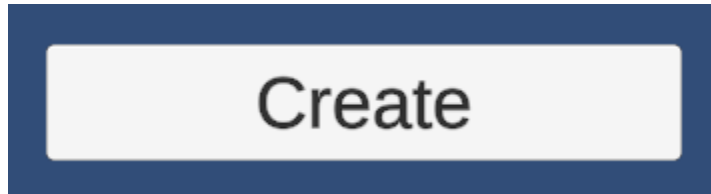

4. Save the game in a findable location
5. Navigate to the saved folder and extract the zip file
6. Open pixhell.exe in the newly extracted folder
7. Windows Only: If necessary, click "More info" and then "Run anyway" when prompted by Microsoft defender.
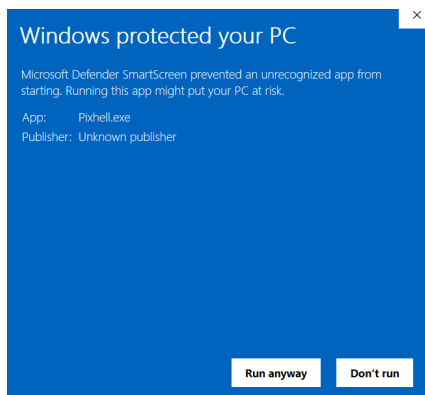
In Game Control (how to use):

IMPORTANT:

While we are still in beta testing, we have a few different save files set up. In order to start fresh, click "Start" and then click the "Create" button, and then select the red load save button created on the far left. It should have Coins: 0 and no items.

Create

CLICK TO LOAD LOBBY

BUTTON DESIGN IN PROGRESS
Arena: 1
C:/Users/Joshu/Downloads/Windows-
0.1.beta/Pixhell_Data/StreamingAssets/Runs\SAQ
SAR2PRK.txt
Coins: 0
Items:

To test an overpowered version of the character with strong stats, click the save file which has all the items unlocked already. Note: This character is so strong that it can be hard to control.

CLICK TO LOAD LOBBY

BUTTON DESIGN IN PROGRESS
Arena: 2
C:/Users/Joshu/Downloads/Windows-
0.1.beta/Pixhell_Data/StreamingAssets/Runs\AP8Z
6TALKX.txt
Coins: 35683
Items:4,1,2,3,5,6,7,8,9,10,11,12,13,14,15,16

Then, select a character. We suggest you use the archer character, which has the best implementation besides animations (WIP)

Lobby/Limbo:

Move right to enter the first lobby. Directly above the portal is an item shop. Left click on it to open the shop to spend your coins on various items.

Enter the portal to enter the Lust arena (move the player character onto the portal). The Lust arena is currently the only implemented arena (Others are WIP).

HUD:

Top Left: Experience - Once full, choose an upgrade from 3 upgrades

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 shop

Gameplay:

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 left.

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 (see next section)

Attacking:

Press left click to attack once

Hold left click to attack constantly

Archer: Launch an arrow that does moderate damage

Warrior: Slash a small, melee range that does high damage

Mage: Launch a fireball that does low damage, but with an area of effect that damages nearby enemies

Abilities (currently only implemented for the archer, WIP):

Press Q to use ability 1

Press E to use ability 2

Archer:

Ability 1 (Q): Piercing arrow - Fire a high damage arrow which pierces through enemies hit

Ability 2 (E): Arrow Volley - Fire a volley of five arrows over a wide angle

Winning:

Once you defeat the first boss, it will say that Gluttony has been unlocked. Only one arena is currently implemented, so you will be unable to progress. If you wish to continue playing, you can re-enter the portal to play Lust again.

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 ("Main Menu: Options button not doing anything)
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.