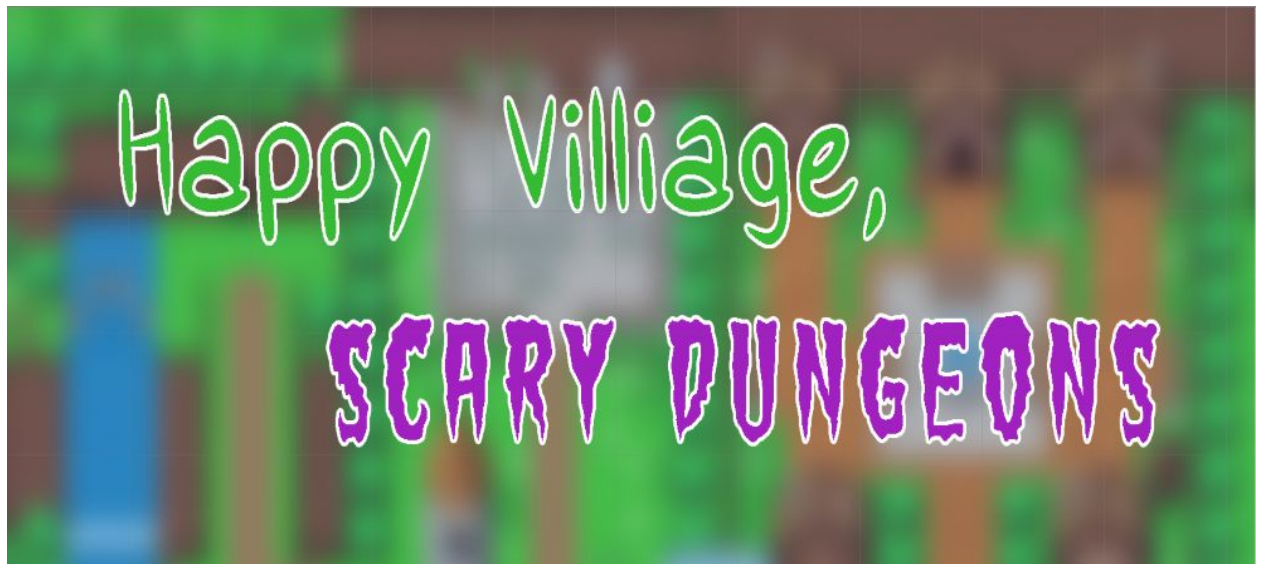


User Manual



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System Recommendations

- Mac or Windows
- Optimal aspect ratio is 1024x768 (windowed or full screen)
- Turn on volume (game includes music and sound effects)

Starting the game

To start the game, double tap the application. This will open the game at the start menu. Clicking the Test Suite button will automatically run the tests programmed to verify certain conditions of the game. There is no way to go back to play the game after running the test suite other than exiting the application and reopening it. The application can be closed in-game at the start menu at the beginning of the game or the closing menu at the completion of the game.



Goal of the game

The intent of the game is to complete the main dungeon and destroy all of the monsters to save the town. The game finishes before the final boss with a screen saying “To be continued...”.

Player health

The player's health can be seen in the top left of the screen. There are three hearts, each having four health points contained in them. So the player has a total of 12 health points at spawn time. A heart drop will heal the player by one full heart (4 health points). Each enemy has different strengths and will do different amounts of damage to the player's health. Some objects in the game can also cause the player to lose health, such as fire and spikes, which will damage the player's health for as long as he is touching it. When the player loses all his health, he will "die" causing him to spawn back in the town and needing to restart the game.



Controls

The player walks around using either the WASD keys or the arrow keys. It is the user's preference which one of these to use, and the user can switch to using the other option at any time during game play. The W key corresponds to the up arrow, the A key with the left arrow, D key with the right arrow, and the S key with the down arrow. To interact with certain things in the game, such as opening a chest or attacking with the sword, use the spacebar. These keys are the only ones that can be used to interact with the game. Other interactions in the game do not require a key press, such as moving a crate or moving a stone. Any object that looks like a door or an opening, the player can walk through and explore what is on the other side.



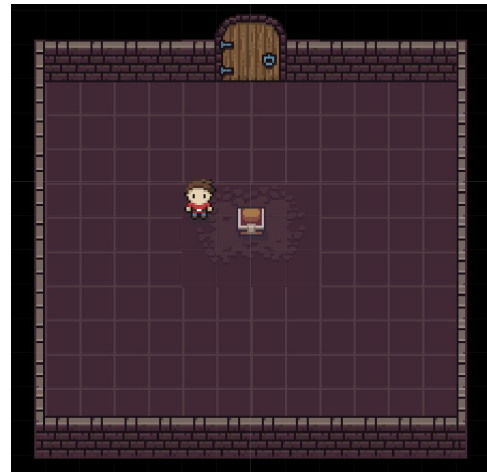
Tutorial Dungeon

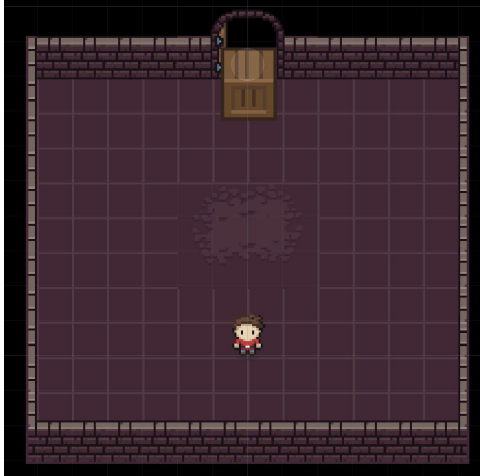
When starting the game, the player will spawn in the town. The first thing the player will need to do is to go to the tutorial dungeon in order to get the sword. To get to the tutorial dungeon, the user needs to navigate the player by following the path. The path will fork after crossing a bridge.

The player will need to take the left hand fork and then continue by following that path. Eventually this path will end and in front of the player will be a door in the dirt wall. This will take the player into the tutorial dungeon. The first room is an empty room with just a chest in it.



To get the player's sword and move on through the tutorial, the user will need to walk up to the front of the chest and hit the spacebar which will cause the chest to open, the player to get his sword, and a monster to spawn. The player needs to kill the monster, then they can continue into the second room of the tutorial dungeon.

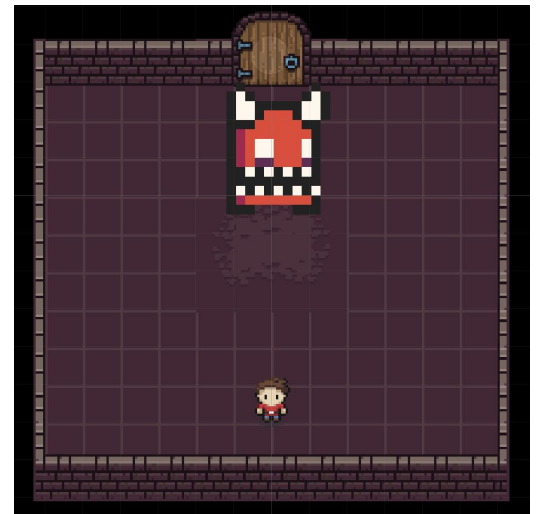




In this room there is a crate blocking the door. The user will need to walk the player into the box from the side to push it out of the way of the door.

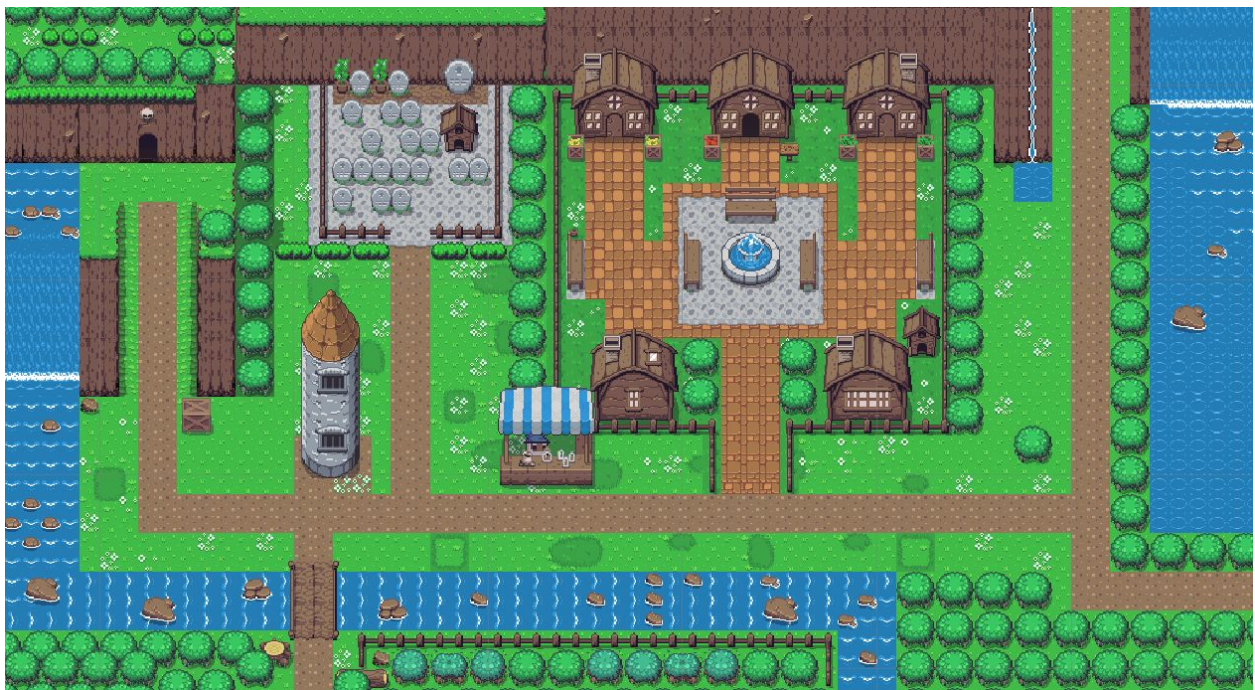
Then the player can simply walk through the door and go to the final room of the tutorial.

There a giant monster will be waiting for the player. Once the player kills the giant monster, the door will open which will spawn the player back at the position in the town where he initially was located at the start of the game.



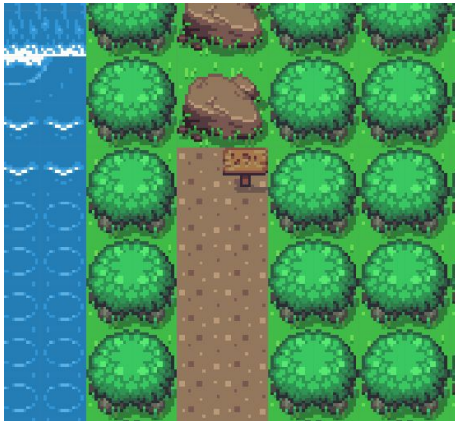
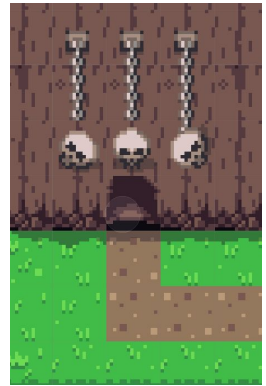
Town

The player is free to explore the town. The player's house can be found by taking the right hand fork in the path past the bridge. Follow that path until a cobblestone path intersects with the dirt path the player is on. Then take the cobblestone path up past the fountain. The player's home is the middle of the three houses. The house can be entered and explored. The main dungeon where the real game begins can be found by taking the cobblestone path from the house back to the dirt path and continuing on it in the opposite direction of the start of the game. Take the left fork when the path splits at the lake, and it will take you to the entrance of the main dungeon. The opening to the dungeon is in the dirt wall and has skulls hanging on chains above the door.



Main Dungeon

Once you receive the sword from the tutorial dungeon, the player can now go to the main dungeon to fight scary monsters and complete complicated puzzles to save the town.



To be continued

As with all great games, there is more to come in the future! Our team is working on new and exciting features for *Happy Village, Scary Dungeons*. Check out our GitHub to stay up to date!

<https://github.com/ChancePenner/Happy-Village-Scary-Dungeons>