



User Manual

What is "Bob: The Last Codebender"?

Bob: The Last Codebender is a simple game developed by three Informatics Engineering students, eager to learn more about the whole game development process. It was inspired by the popular mobile game "Jetpack Joyride" with a bit of FEUP related themes, powers from "Avatar: The Last Airbender" (obviously), and tiny bit of chaos in the mix :).

In this game you will play the role of Bob, a "Master" student that has graduated from multiple highly lethal courses. Bob is tasked with fighting the aliens that invaded FEUP after he went on ERASMUS. Bob can also pick up ECTS to increase his score. Will Bob be able to defeat the endless horde of aliens, all while dodging their carefully placed traps and flying obstacles? Only you can answer that question! Follow Bob on this journey as he gets stronger with every enemy he kills, but be careful, the enemies do as well.

LORE

Alumni used to tell stories about the old days, times of peace where students would graduate in peace. But that all changed when the Alien Nation attacked, and now students are overloaded with work, treated like tireless machines. Only Bob had mastered all the necessary courses, and only he could stop the aliens, but when the students needed him most, he vanished. After coming back from ERASMUS, Bob must fight the aliens and save FEUP.

Installation

The game can be played in two ways:

- On the browser
- Locally: Download and extract the zip file containing the game and run the executable

The game can be played/downloaded on our itch.io page

- <https://rafalumix.itch.io/bob-the-last-codebender>

Playing Instructions

Upwards propulsion - SPACEBAR

Shoot - Mouse1

Wind Force - F (after picking up the power-up)

Multithreading - automatically used when shooting (after picking up the power-up)

Pause - P

Menus

Main Menu

This is the first thing you will see after opening the game. Here you'll have a main option: Play.

In the bottom left you'll find two icons:

- The cog will allow you to configure the overall game volume
- The shop will allow you to turn ON hardcore mode (one shot, one kill)

Pause Menu

If you press P mid-game, you'll enter this menu where the game will pause, and you may continue whenever you want or just go back to the main menu.

Death Menu

Upon death, you'll be presented with the death screen showing you multiple statistics related to your just finished journey. This screen will then take you back to the Main Menu.

Key Highlights

In this section, we will go a bit further into detail on some of our game's features that we're most proud of and that we think make it unique.

Wind power up

One of the available power-ups is a "wind push". This power can be used to redirect obstacles away from Bob. If you get the right angle on some obstacles and they hit after redirecting, the enemies will die. Use this power wisely, because it isn't always available, and it can save you in the hardest times.

We want to highlight this feature because it allows the player to use the environment to his advantage, making the game more interesting and interactive.

Visual feedback and engagement

We also worked hard on giving visual feedback on multiple aspects of the game. To achieve this goal, we gave Bob multiple animations depending on his state, a screen shake, characteristic animations for enemies when they are ready to shoot, coin animations when they are picked up and the bullet hit confirmation (small explosion).

Also, to make the game more alive and less static, elements like coins and enemies have idle animations, while obstacles and traps rotate.

Engaging sound effects and soundtrack

To further improve feedback and player engagement with the game, most of the actions and events in the game have appropriate sound effects. All this is accompanied by background music.

The Team



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Resources Used

[Bob Sprite & Animations](#)
[Enemy Sprite, Animation & Projectiles](#)
[Bullet Sprite](#)
[Coin Sprite \(later edited\)](#)
[Printer Sprite](#)
[Vending Machine Sprite](#)
[Power-up Sprites](#)
[Med Kit Sprite](#)
[Laser Sprite & Animation](#)
[Sprite & Background Edit](#)
[Pixelate Background Photo](#)

[Shop Icon](#)
[Settings Icon](#)
[Bullet Sound](#)
[Bullet Explosion Sound](#)
[Coin Pickup Sound](#)
[Bob & Projectile Sound](#)
[Damage Sound](#)
[Laser Sound](#)
[Audio Trimming](#)
[Music](#)
[Font](#)