Glitch

User Manual

Using the External Tool:

* Open the solution titled “GlitchExternalTool” in the project submission.
* Start the program
* Enter your desired values to set the game variables
  + Number of Rooms, Enemies, and Traps are all adjusted with a slider and have minimum and maximum values
  + Initial player health *must* be an integer value and NOT be set less than 10 or greater than 10,000. If this is the case, the program will not save your data.
  + To set minimum and maximum enemy speed, enter the minimum value on the left side of the “/” and the maximum value to the right. Again, these must be integer values, this time ranging from 1 to 15 (min cannot be greater than max).
* When finished, click the “COMMIT” button at the bottom. If everything is successful, a message box will appear confirming that your changes have been saved.
* Navigate to the bin/debug folder of GlitchExternalTool and cut or copy the “ExternalData.dat” file found there.
* Paste the above file into the main game folder (Glitch) inside of the bin/WindowsGL/debug directory. (If there is another file already in that directory, be sure to overwrite it so that the file with your current settings is the one being loaded into the game.)

Playing the Game

* Open the “Glitch” folder in the project and launch “Glitch.sln”. Run the game in Visual Studio.
* The controls in game are as follows:
  + W,A,S,D – Up, Left, Down, and Right movement respectively
  + Space – Fire/Advance through menus
  + P – Pause the Game
  + Escape – Exit the game
  + \*\*Special note: To See the directions, HOLD space while in the main menu of the game.
* The Game Ends when you have destroyed all enemies in the level or run out of health, at which point the option to play again or exit. A new map will be generated each time you play the game within the parameters that you specified in the external tool. If no tool file was found, default parameters will be loaded.