

USER MANUAL

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What is Kroy?

Kroy is a single-player game set in the year 2042 where evil extraterrestrials (ETs) from the planet Kroy have invaded York, taking hold of key locations in the city and making life miserable for the citizens. It is your job to take back the city and liberate the citizens by eliminating the ETs and destroying their fortresses.

While these ETs may have very advanced weaponry, they have ONE weakness. Water. You will take up base in a fire station and use the fire trucks at your disposal to flood the enemy fortresses and evaporate any ETs in your way.

ET patrols, your health and the amount of water in your fire truck will mean you have to strategically evaluate your route to the fortress using stealth and courage. There are six levels available, allowing you to explore the beautiful city of York, as you progress through these levels you will encounter increasing levels of difficulty, however you will have access to four fire trucks to combat the ETs and their fortresses.

When you run out of water, or running low on health, you will need to head back to the fire station for some repairs or to refill your water tank. In higher levels, your fire station location may be compromised, so be ready to defend your base. If all of your fire trucks are destroyed, the game is lost and you must go back to the start of the game.

System Requirements

Windows or linux

Aspect ratio: the game has a fixed aspect ratio of 1920x1080

Controls

Movement

W	-	Forward
A	-	Left
S	-	Backward
D	-	Right

Attack

Mouse	-	Aim
Space	-	Fire at aimed position
Q	-	Fire randomly

Other

Mouse Button 1	-	Selects Firetruck and is used to click and interact with buttons
Esc	-	goes to pause menu
Enter	-	Exit 'won'/'lost' popups

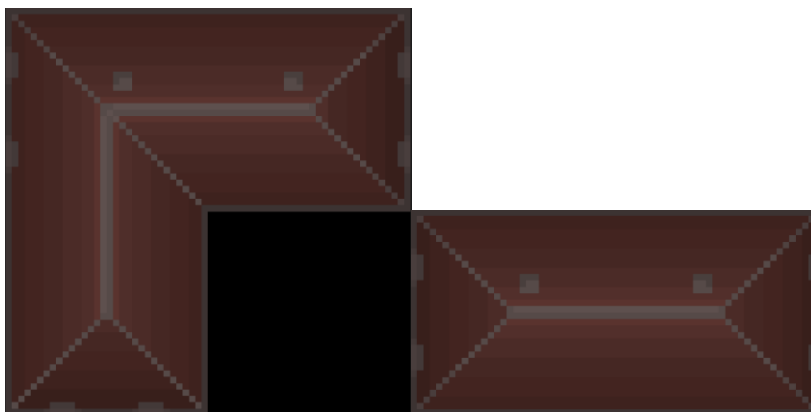
Characters and Obstacles

Firetrucks

With each level, you are equipped with four of York's finest fire engines. These are unique in terms of their speed, their health and the amount of water they can hold, so each is specialised for its own specific purpose.

Flying Saucer

A basic enemy which moves between two points and fires a deadly shot when any fire trucks enter its radius. Each alien is unique with its own health value and damage output.



Building type 1

Building type 2

Each map contains immovable obstacles, denoted by buildings, water textures (only in the second level), and castle wall textures (only in the third level).



The Game Screen

The game screen is the window of the program that the user is directed to after selecting a level. Taking up most of the screen is the map where under it lies 4 health bars (allowing for up to 4 playable fire trucks) and the timer. Within the map, the health of the aliens is located above them, this is also consistent with the fire trucks, except instead of their health above them, it is their water content. In the final closing seconds of the game, pop ups for time, such as '15 seconds left' may be visible in the top right corner of the map to notify the user.

When the user has either won or lost the level, they are notified by a 'won' or 'lost' popup which they can exit using the 'enter' key, returning them to the level selection screen.

The Game Levels

Level 1

The evil aliens have resided their fortress within the Barbican Theater. You must seek out and fend off this menace to save the fire station from impending doom.

Level 2

The Central Hall has been claimed by the alien forces. Go forth and save central hall and York University from their clutches. Navigate around the deep lake of York University and make your brave stand against the aliens.

Level 3

The aliens have now taken over the York Minster. Make sure this historic icon does not remain as a slimy fortress.

Level 4

The aliens aren't giving up - now they've got Clifford's Tower! Climb the hill and fill the tower with water to destroy the aliens.

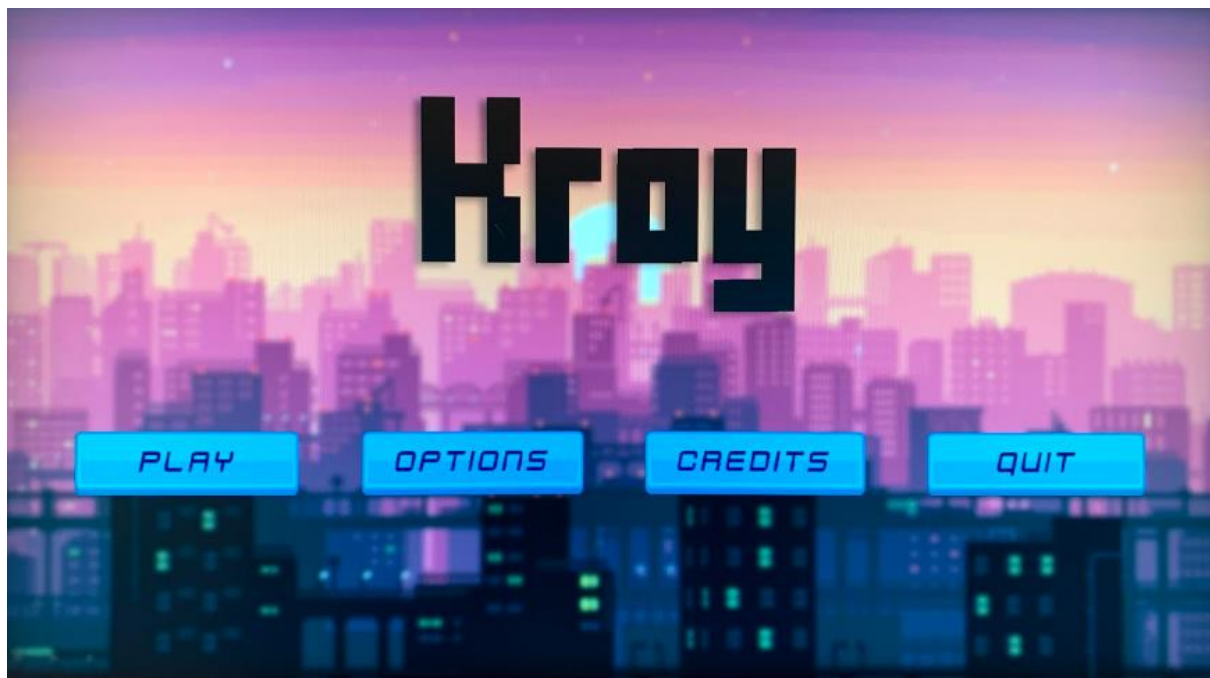
Level 5

The rail station is next - now no-one can leave York! Flood the station and get the trains running again.

Level 6

The aliens have taken a final stand at one of York's famed clubs. Flood them here and you can wipe them out for good.

Other Screens



Main Menu

The Main Menu screen contains 4 buttons:

- Play - directs the user to the level select screen
- Options - directs the user to the options screen
- Credits - directs the user to the credits screen
- Instructions - directs the user to a page containing instructions
- Quit - quits the program



Level Selection Screen

This screen allows the user to select a level to play. However they can only select levels depending on whether they have completed the previous level. The first level is unlocked by default. This screen contains 7 buttons, 6 buttons for the six different levels (however only 3 have been implemented so far), and the 7th button as the back button which returns the user to the Main Menu.

Each of the level buttons can be one of three colours:

- Grey - locked, as the player hasn't completed the previous level
- Green - completed
- Blue - selected



Options Screen

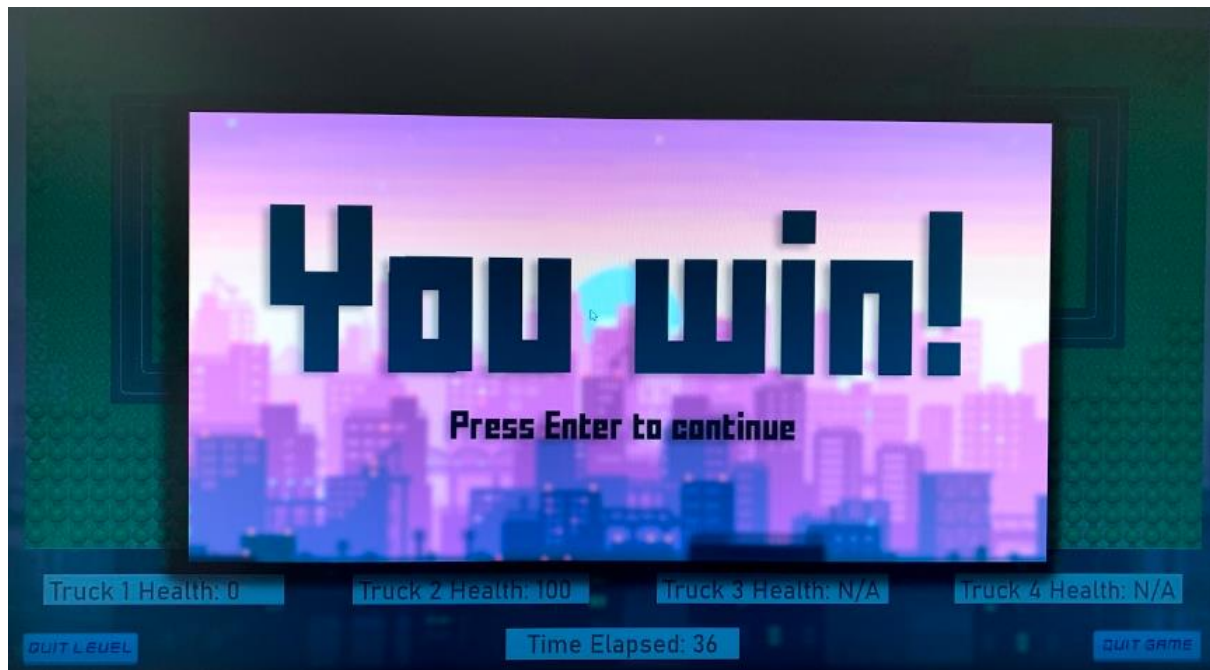
Sound effects On/Off: disables or enables sound effects in the game

Music On/Off: disables or enables music in the game

Back button: returns to the main menu

Lost pop-up

There are multiple ways of losing, having no more fire trucks as they are all destroyed or the timer is at 0. In both cases, a 'lost' pop-up appears which can be exited via pressing the 'enter' key, directing the user back to the 'Level Selection' screen.



Win pop-up

The user wins by destroying the enemy fortress, once this happens, the 'win' pop-up appears on the screen and can be exited by pressing the 'enter' key, directing the user back to the 'Level Selection' screen.

Resetting the Game

In order to reset the game, the user must delete their preferences file stored in their game folder. To locate this file, identify your operating system, and go to the following locations:

OS	Preferences Storage Location
Windows	%UserProfile%\.prefs/Kroy
Linux	~/.prefs/Kroy

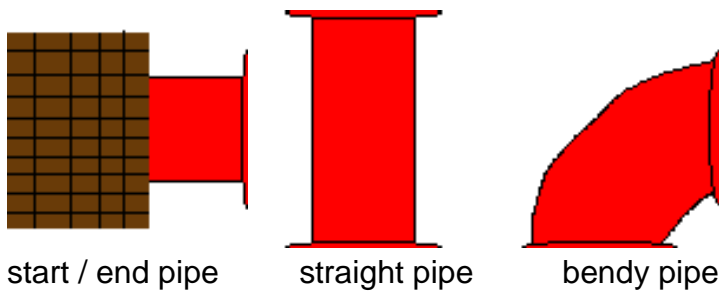
The Mini-game

The mini-game is launched when refilling the fire engines. Connect the pipes to get the water back into the engine!

Controls

Left Mouse Button - Rotate Pipe

Characters



Start / End pipe

In each level we have one start pipe and one end pipe at the leftmost side and the rightmost side, respectively. Our goal is to find out a way to connect them. The pipe has 4 directions: up, down, left, right. Only the red part can connect with the other pipes.

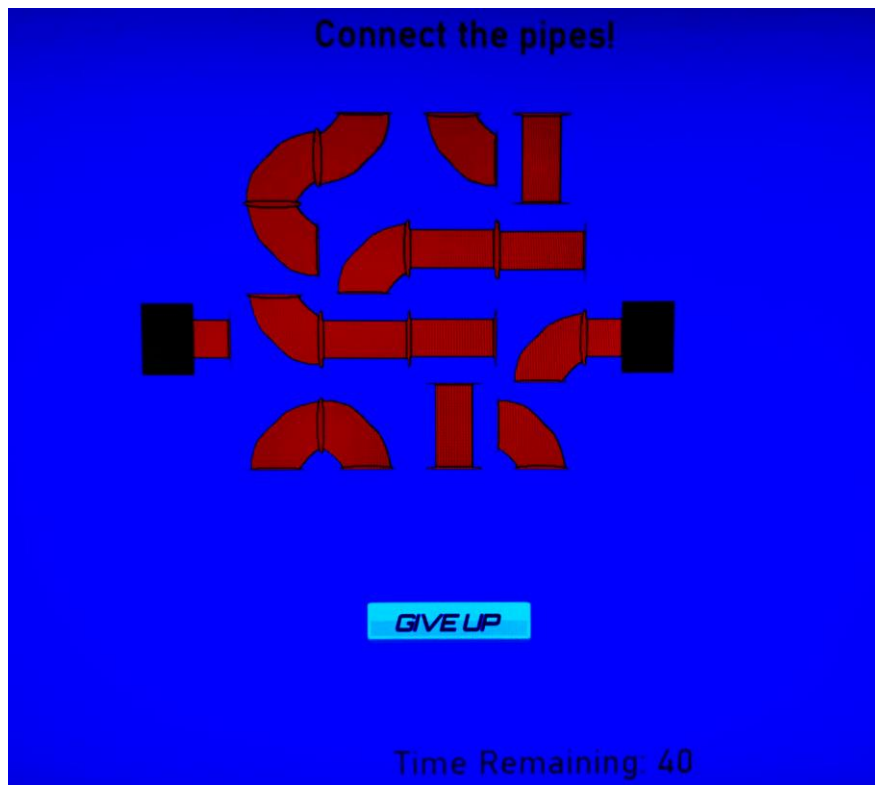
Straight pipe

We have several straight pipes in each level. It has two directions, one is horizontal and the other is vertical. Both sides of a pipe can connect with other pipes.

Bendy pipe

We have several bendy pipes in each level. Each time you click the mouse, the bendy pipe is able to change the direction of its connection boundary. Both sides of a pipe can connect with other pipes.

The Mini Game Screen



The Mini game screen is the window of the program that you will be directed to after any of the fire trucks return to the fire station. Taking up most of the screen are the red pipes where a GIVE UP option lies underneath, (allowing you to quit the mini game immediately) and the timer. Within the map, the instruction 'Connect the pipes!' is located above them.

When you have either won or lost the mini game level (run out of time), you are notified by a 'MINIGAME COMPLETE!' or 'Minigame Lost!' popup which will return you directly to the main game screen.