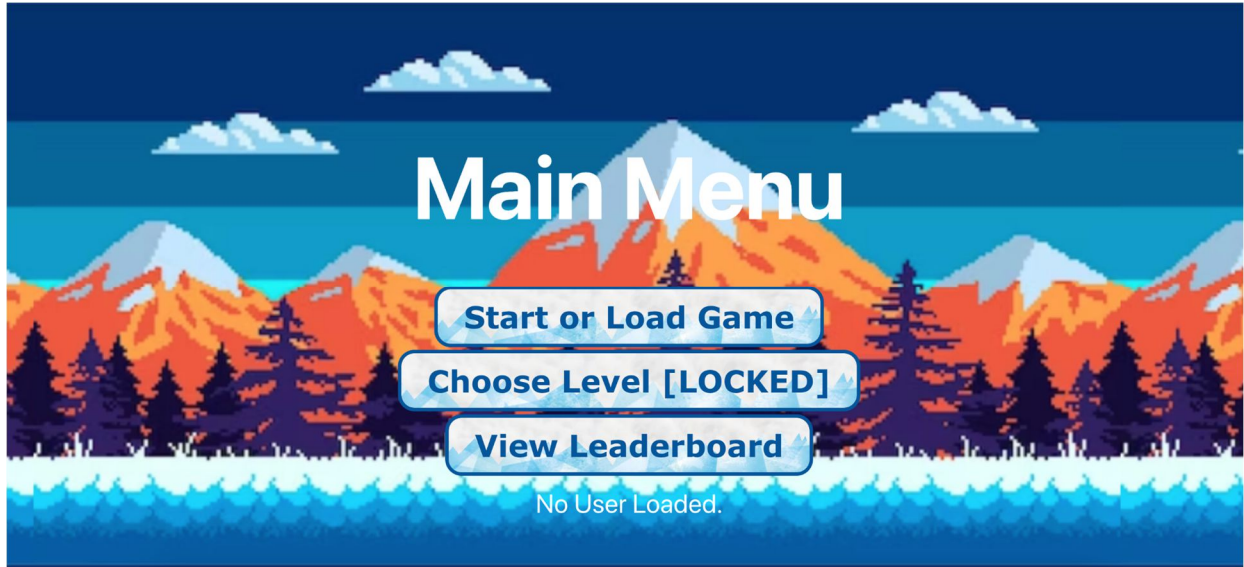
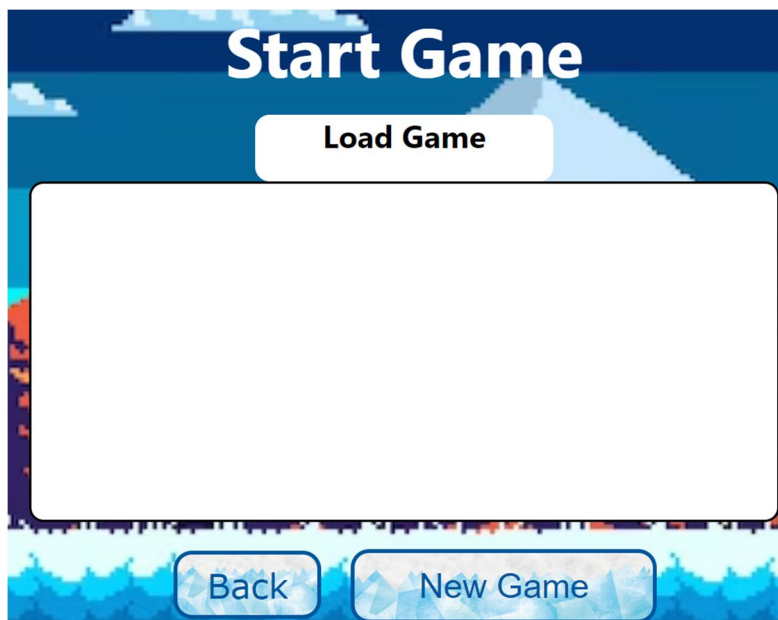


HOW TO PLAY EVEREST THE OLYMPICAT

1. To play this game start off by clicking on the “Start” or “Load Game” button.



2. Once you’ve clicked on this button, you will now have the option to create a game or load an existing game. To create a new game, click on “New Game”. To load an existing game, click on one of the games you have already made in the load game menu. We’re going to go ahead and create a new game.



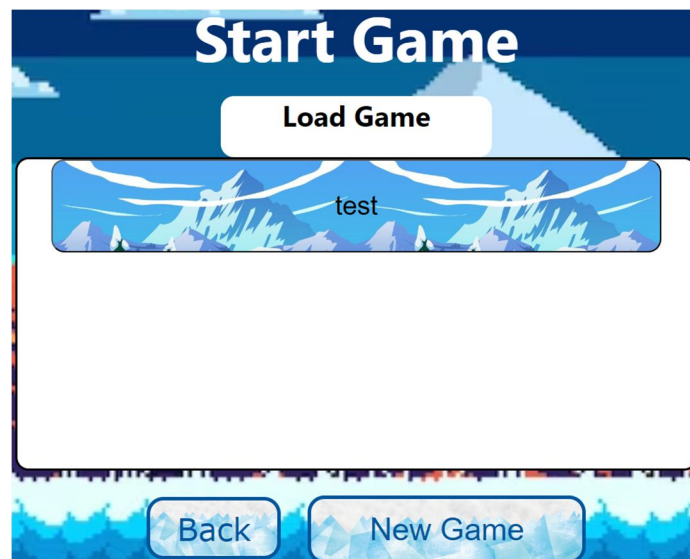
- Once you click on “New Game”, a popup will appear with a text box for you to type the name of your game. Let’s call ours “test”. Something to keep in mind is that your name must be at least 3 characters long and no longer than 20 characters.

Create New user

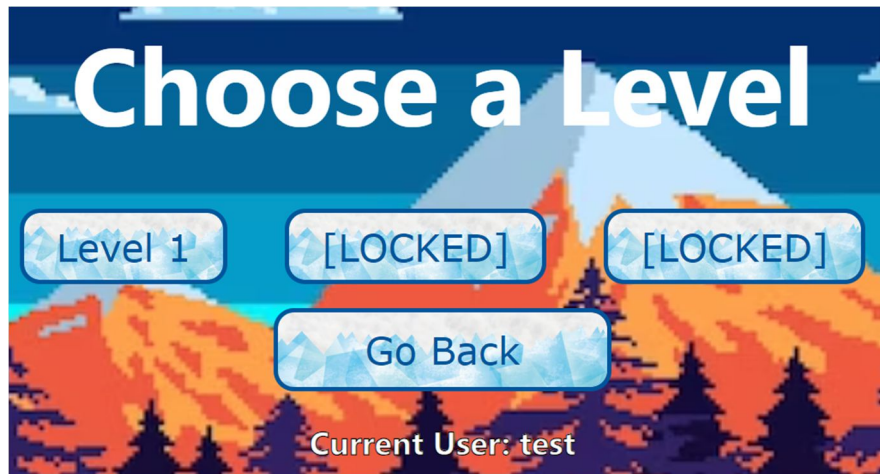
Name:



- Now you’ve created your game and you can begin playing! Click on the game you want to load to begin.



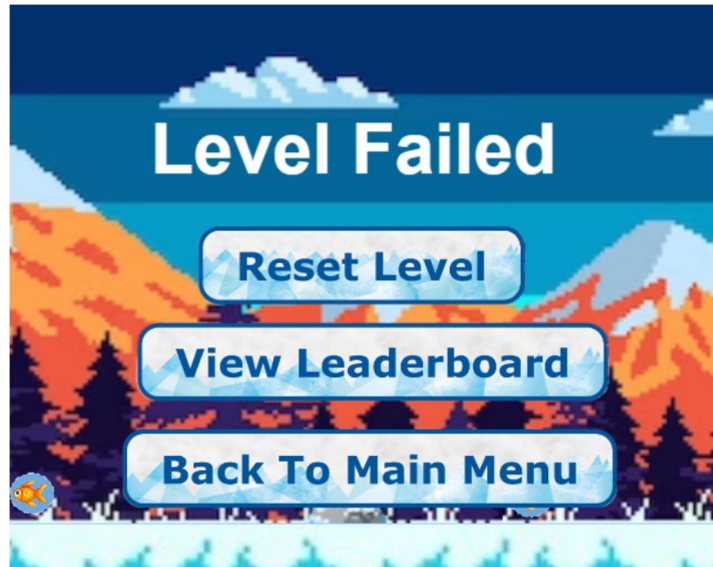
5. Once you click a game, you will get redirected to a new page that will give you options to choose which level to play. You can only play up to the level to which you've unlocked. When you complete a level, you'll gain access to the next one.



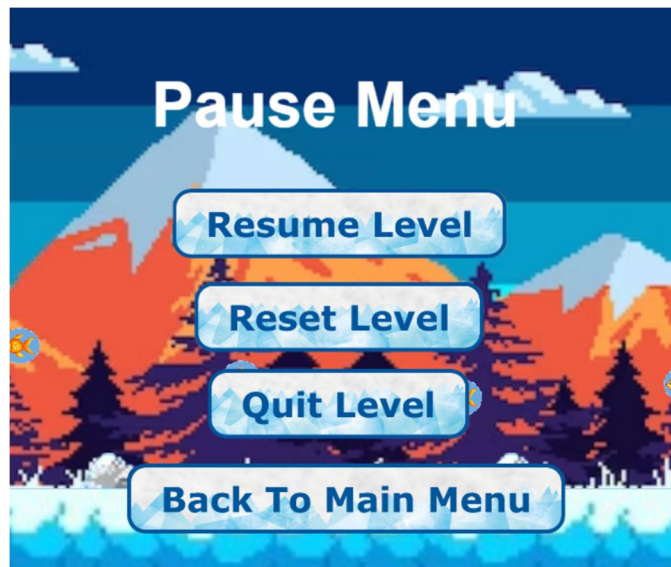
6. Click on “Level 1” to start. The goal of the game is simple. Collect as many fish as possible for points while avoiding obstacles. Your score and the time you have left to complete the level is located in the top left corner, along with the pause button. The types of power ups you can collect and how much longer they will last is located just under the score and time. There are 3 types of power ups: jump boost to jump higher, speed boost to run faster, and shield to become invulnerable to obstacles. To collect fish or avoid obstacles, you can jump by pressing the up arrow key on your keyboard. To pause, you will have to click on the pause button. Make sure you have your sound up since there is audio!



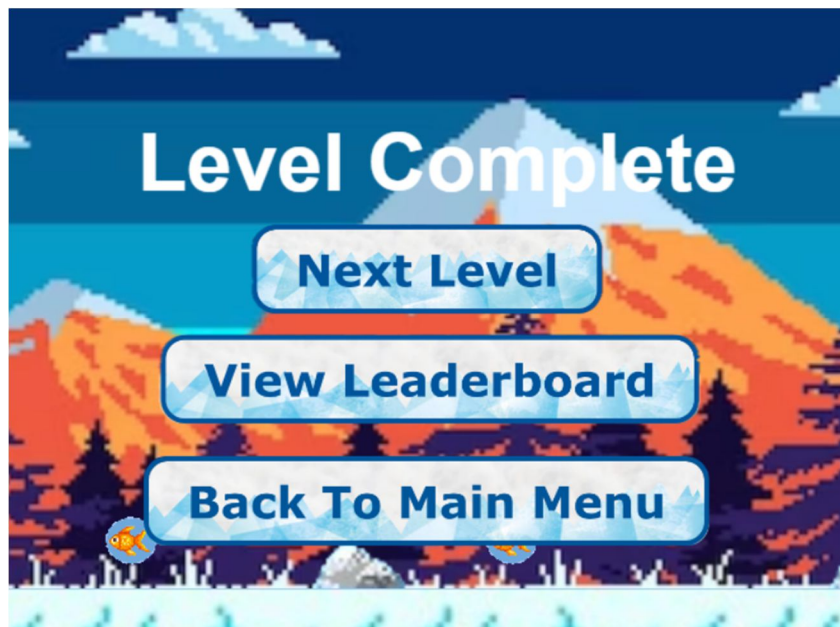
7. If you hit an obstacle, you will fail the level! A popup will appear where you can either reset the level, view the leaderboard, or go back to the main menu.



8. If you want to take a break while playing, you can hit the pause button in the upper left corner which will bring up the pause menu. In this menu you can either resume the level where you left off, reset the level, quit the level, or go back to the main menu.



9. If you manage to complete the level successfully, you will get a different popup allowing you to continue on to the next level, view the leaderboard, or go back to the main menu.

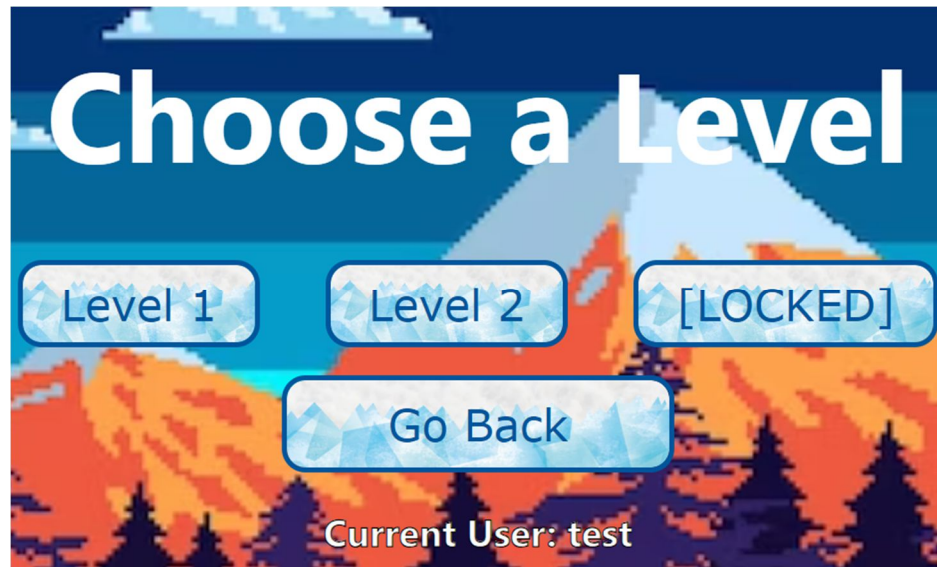


10. Let's view the leaderboard. Here you can see what your rank and score is. Your rank is based on everyone else's score in the leaderboard. If you want to improve your score, make sure you complete all the levels and replay previous levels to see if you can get a higher score. Only the highest score is kept for every completed level. The leaderboard will be automatically updated when new players are added and their scores get changed.

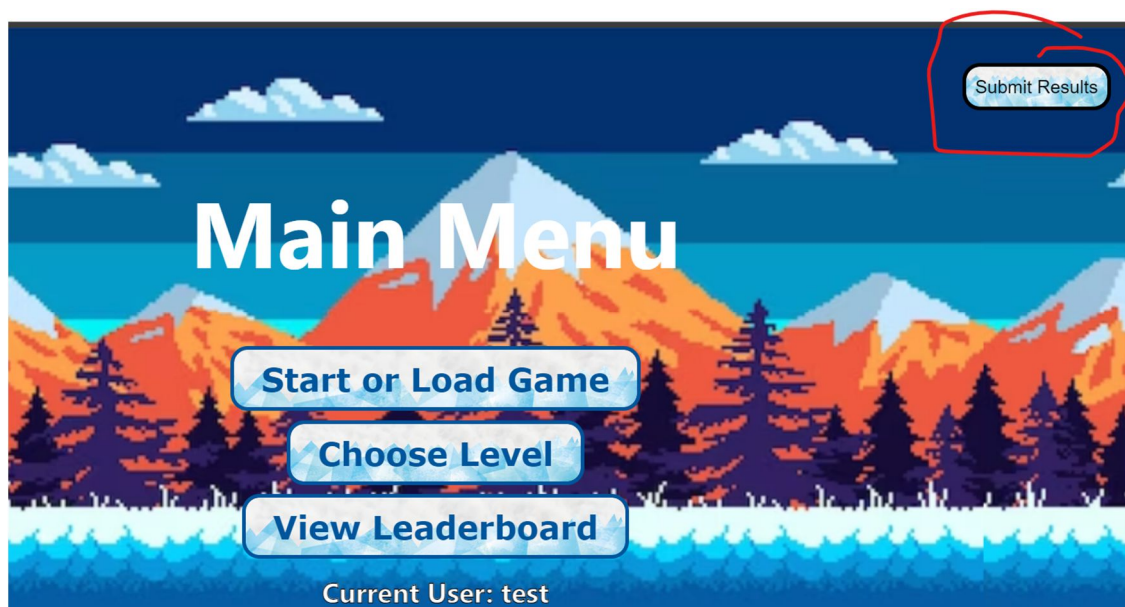
A pixel-art style screen titled "Everest the Olympicat Leaderboard". In the top left corner, there is a button labeled "Back to Main Menu". The main content is a table with three columns: Rank, Name, and Score. The first row shows Rank 1, Name test, and Score 270. There are five empty rows below the first one. The background features a mountain range with orange and red foliage, dark green trees, and a blue sky with white clouds.

Rank	Name	Score
1	test	270

11. Let's go back to the main menu and head to our "Choose a Level" page. Here we can see that "Level 2" is unlocked because we've completed "Level 1". The same thing will happen for "Level 3" once "Level 2" is completed.



12. When you are finished playing you can submit the top 5 leaderboard scores by pressing "Submit Results".



EXTRA FEATURES

- Game Audio
 - Most things in our levels have audio (cat sprite jumping, level success, level fail, powerups, etc.)
- Multiple Users
 - You can create as many users as you want and switch between them.
 - With the ability to switch between different users, you can also continuously improve your score to as high as possible.