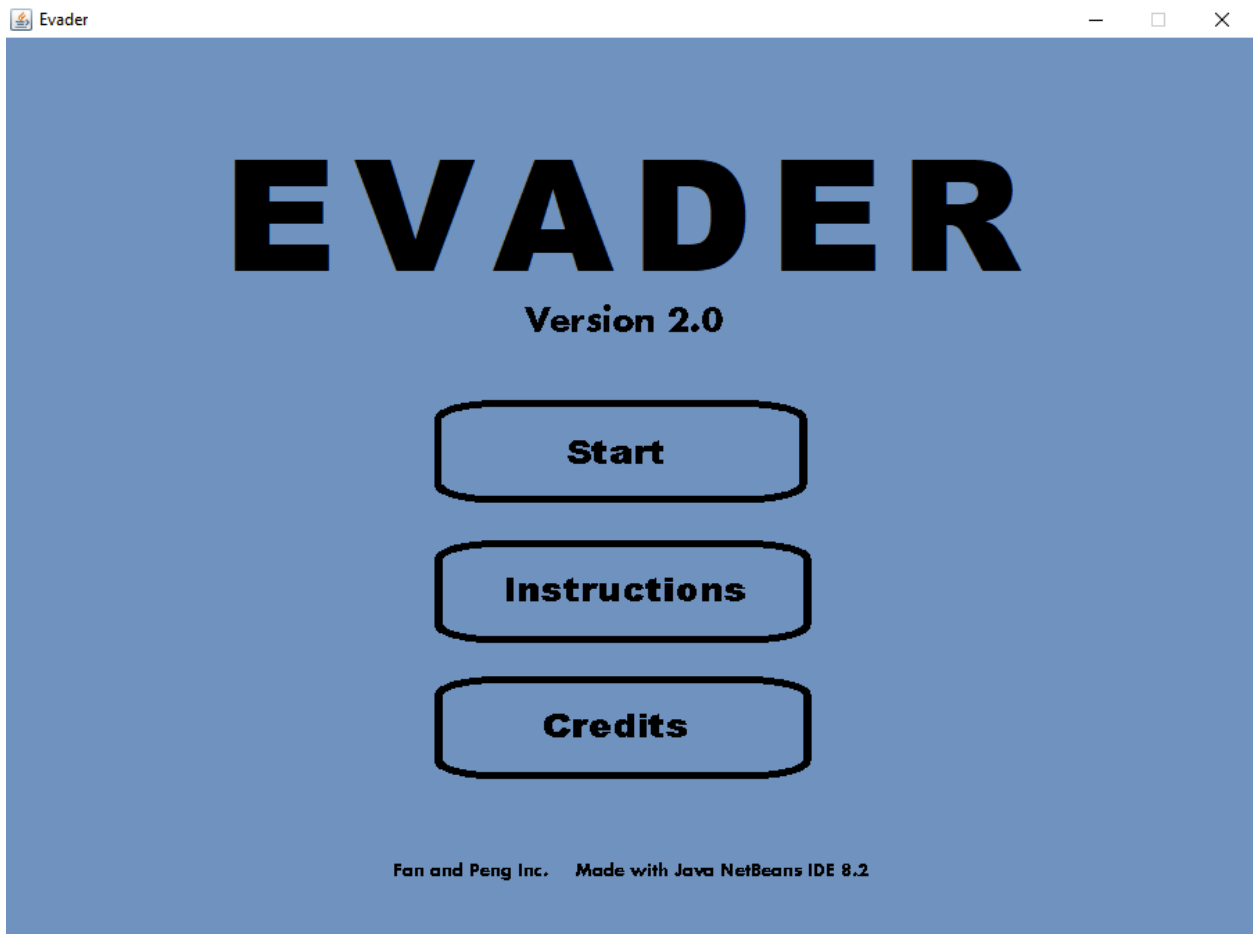


# Evader

User Guide for Version 2.0



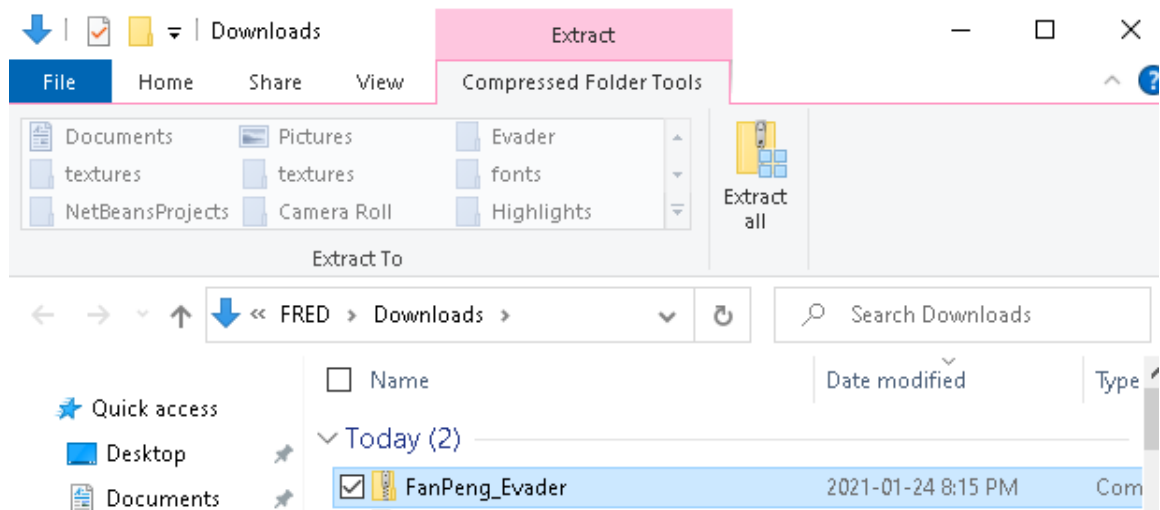
**Created by: Fred Fan and Daniel Peng**

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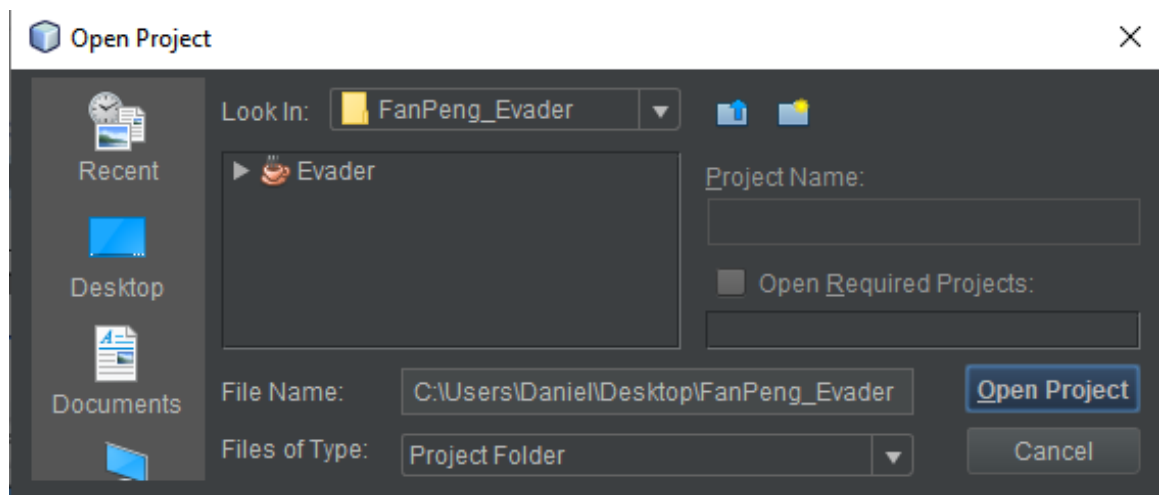
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## 1) Instructions related to how to install and run Evader

a) Download the zip file of the program and extract all the files of that zip file.



Open up NetBeans IDE 8.2 and open Evader inside the extracted folder named FanPeng\_Evader by double-clicking the name of the file.



## 2) A description of the purpose of Evader

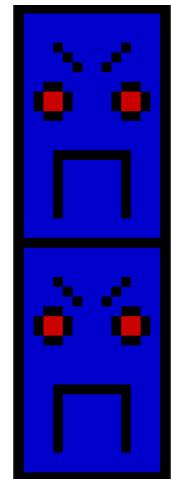
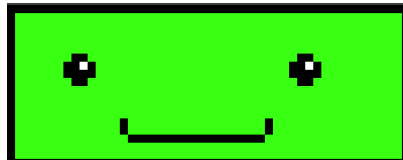
This program is a single-player action dodging game named "Evader". The purpose of this game is to survive as long as possible. Three different types of dangerous objects varying in size and speed will fall throughout the game. Starting with five hearts and losing one for each collision with a falling object, the player will be able to continue until their hearts reach zero. The user will be provided with resources during the game to help them in their dodging journey. At the end of the game, the score that the user received in the latest playthrough will be shown. The highest score recorded since installation will be kept track of as well.

### 3) Instructions related to how to use Evader

After running the program, users will be greeted by the menu screen. There are 3 buttons: start, instructions, and credits. It is heavily recommended to check the instructions and credits first. The instructions will provide more details on how to play, highlighting key controls and information about the game's mechanics. Credits will provide the details of the people who worked on the game and the roles they played. When the user presses start, the game will commence. Pressing the "A" or left arrow key moves the player left and pressing the "D" or right arrow key will move the player right. For more information, consult the instructions page in-game or 5b) in this user guide. After grasping some basic concepts from the instructions, users should try to attain the highest score possible. The game will store the high score after you've exited the program. Have fun and good luck!

### 4) A description of special or key features of Evader

- a) **Types of Falling Objects:** There are three types of falling objects that all possess unique characteristics. The first one to fall will be a square yellow block with mediocre speed and size. The other enemies the player will encounter are the green and blue objects. The green enemy is slow, however, it covers a large area horizontally. The blue enemy is the complete opposite, where it compensates for its lack of width by falling quickly.



- b) **Sprint:** On the right side of the screen there is a black circle with a number inside of it counting down from 10 to 0. This represents the player's cooldown on their sprint skill. By pressing the "O" key when the skill is "Up!", the player will move faster for three seconds which can be useful in high-pressure situations. After three seconds is over, the speed will reset to normal. Due to its cooldown, the user must decide when there is a good opportunity to use this mechanic.



- c) **Items:** In version 2.0 the user can find different items that spawn on the surface where the player moves. The player can pick them up by touching them, granting

certain bonuses. Rainbow blocks will clear all the enemies on the screen whereas the heart jug will restore 1 heart if the player's current health is less than 5.



- d) **Hearts System:** The player will start the game with 5 hearts: the maximum amount of life the player can have during the game. Getting hit by any type of falling object will result in the reduction of one heart from the heart system. Picking up a heart jug will add one heart to the heart system.



- e) **Points System:** The player will earn 10 points during every second of the duration of the game. This score is shown at the top right corner of the game while in the game state. The final score achieved on the latest run will be shown in the game over screen.

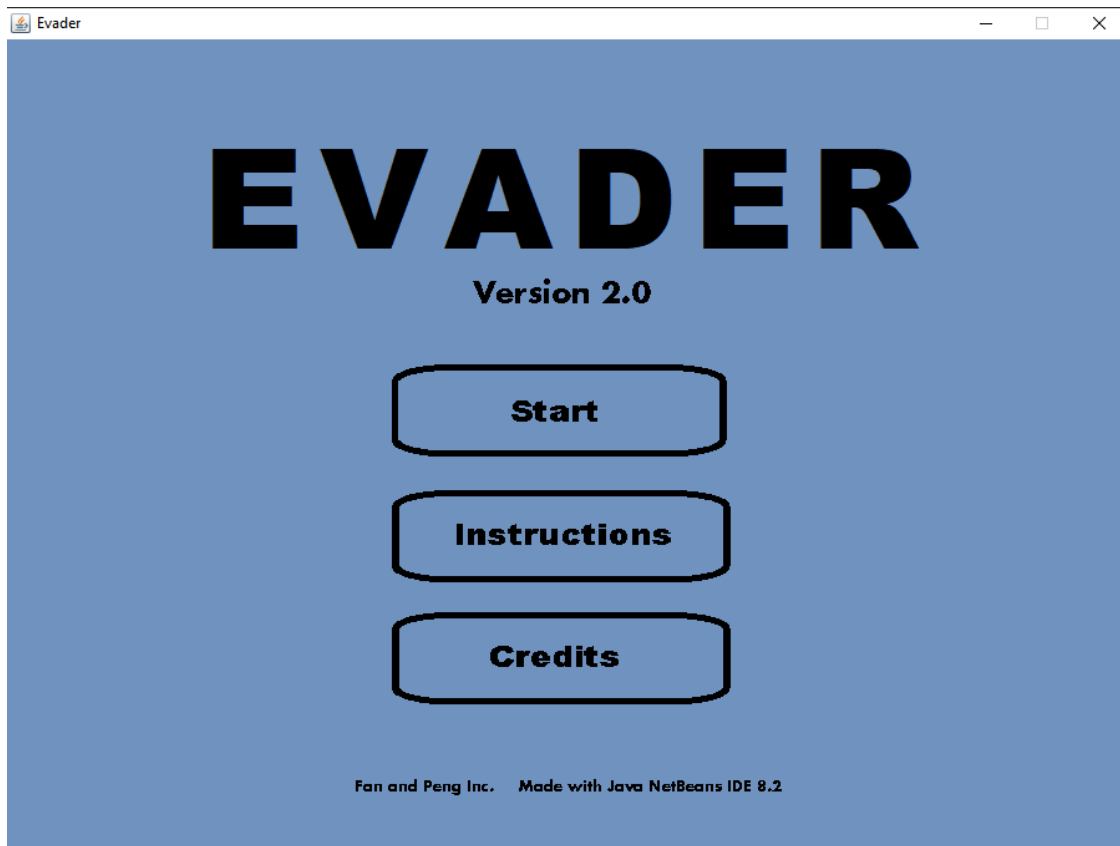


- f) **High Score:** The user's highest score achieved will be recorded since installation. The high score is stored locally inside of our game, which means that even if the user closes the game but then chooses to re-enter another time, the previous data is saved and they can check if their score was beaten by someone else who played on the same device. The high score will automatically update if the previous record is broken.

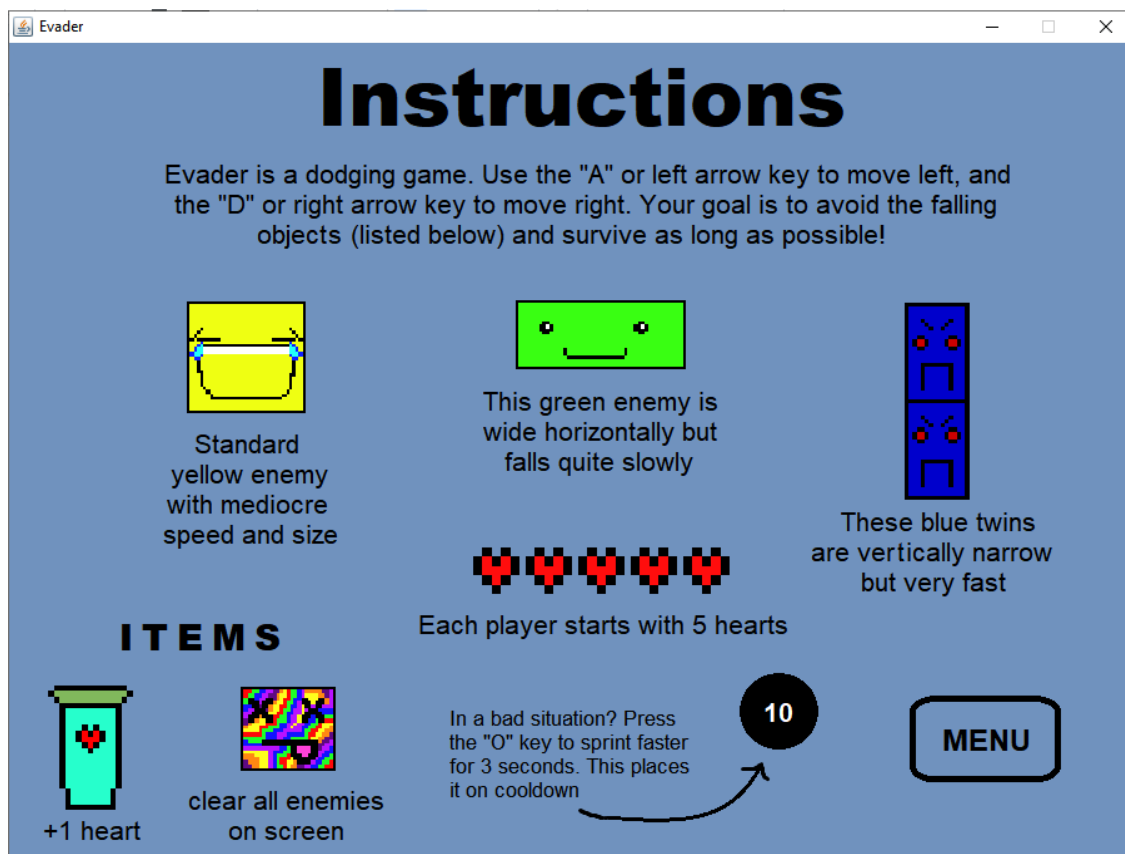


## 5) Screen captures that display/demonstrate screen layouts

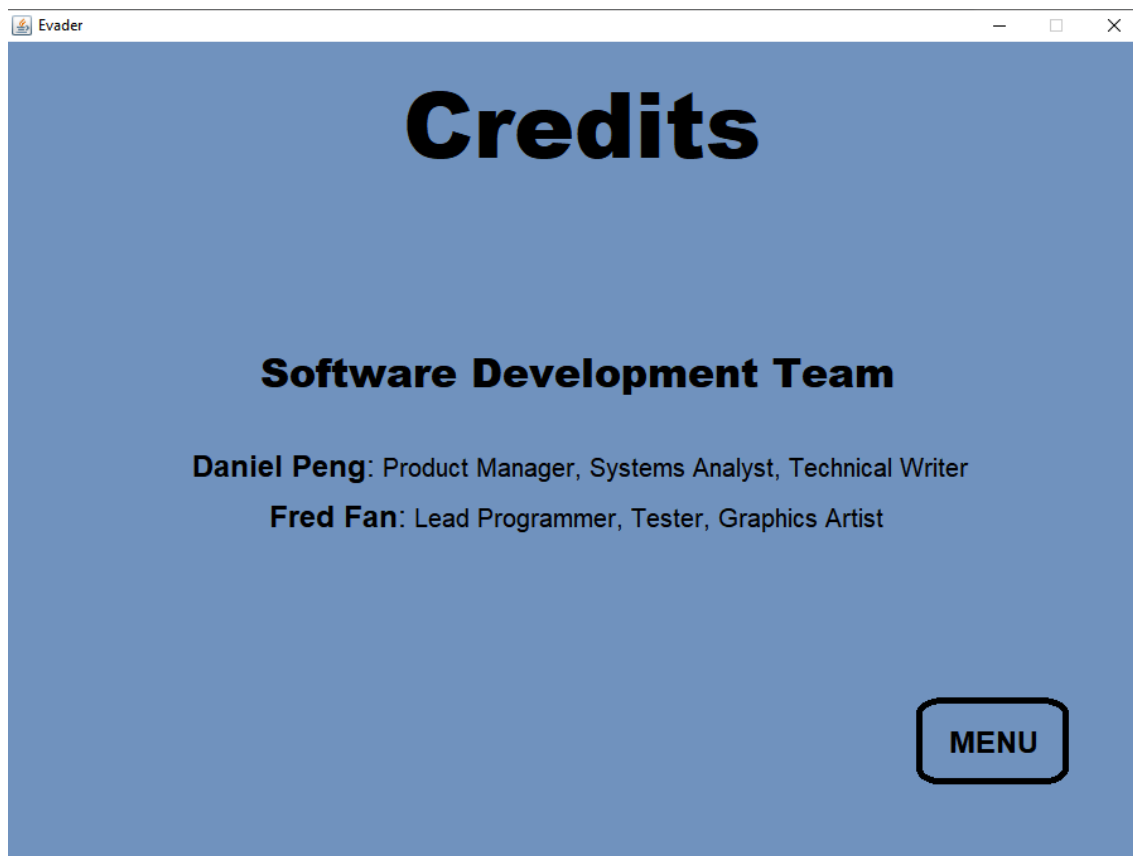
### a) Main Menu



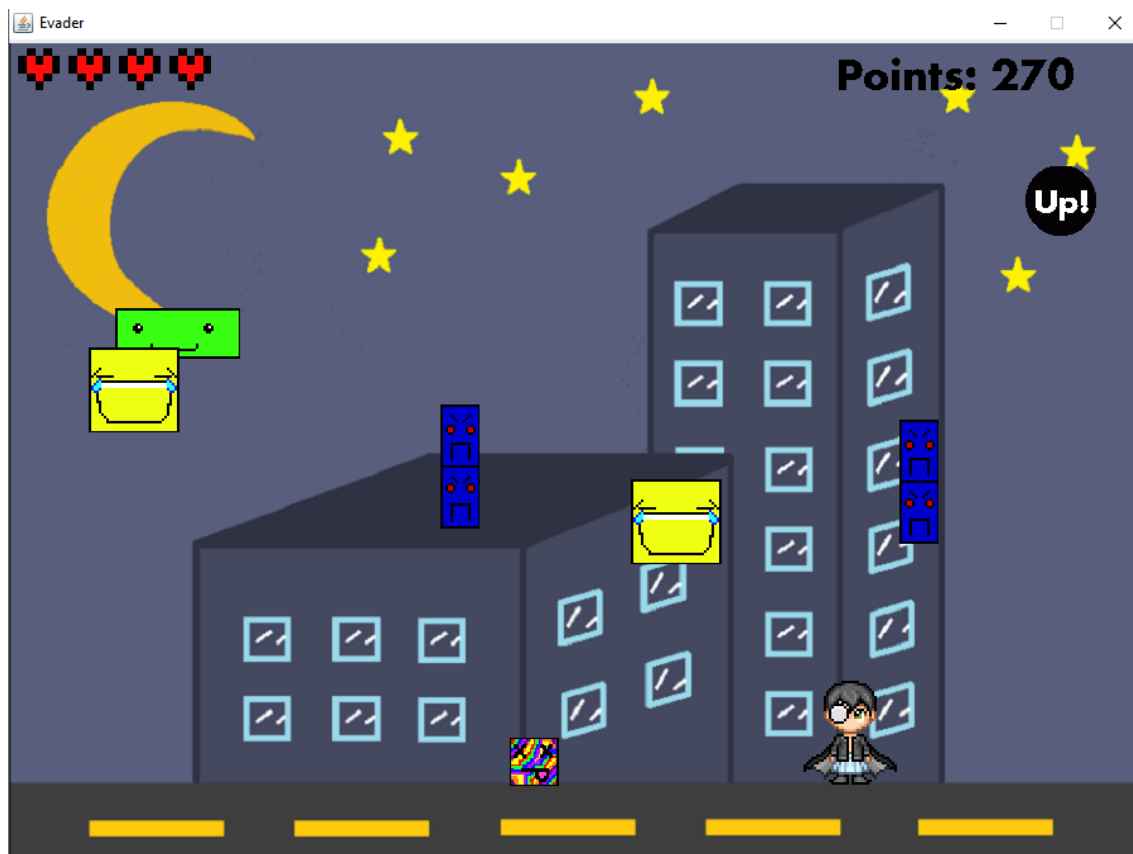
### b) Instructions Screen



c) Credits Screen



d) Gameplay Screen



e) Gameover Screen

