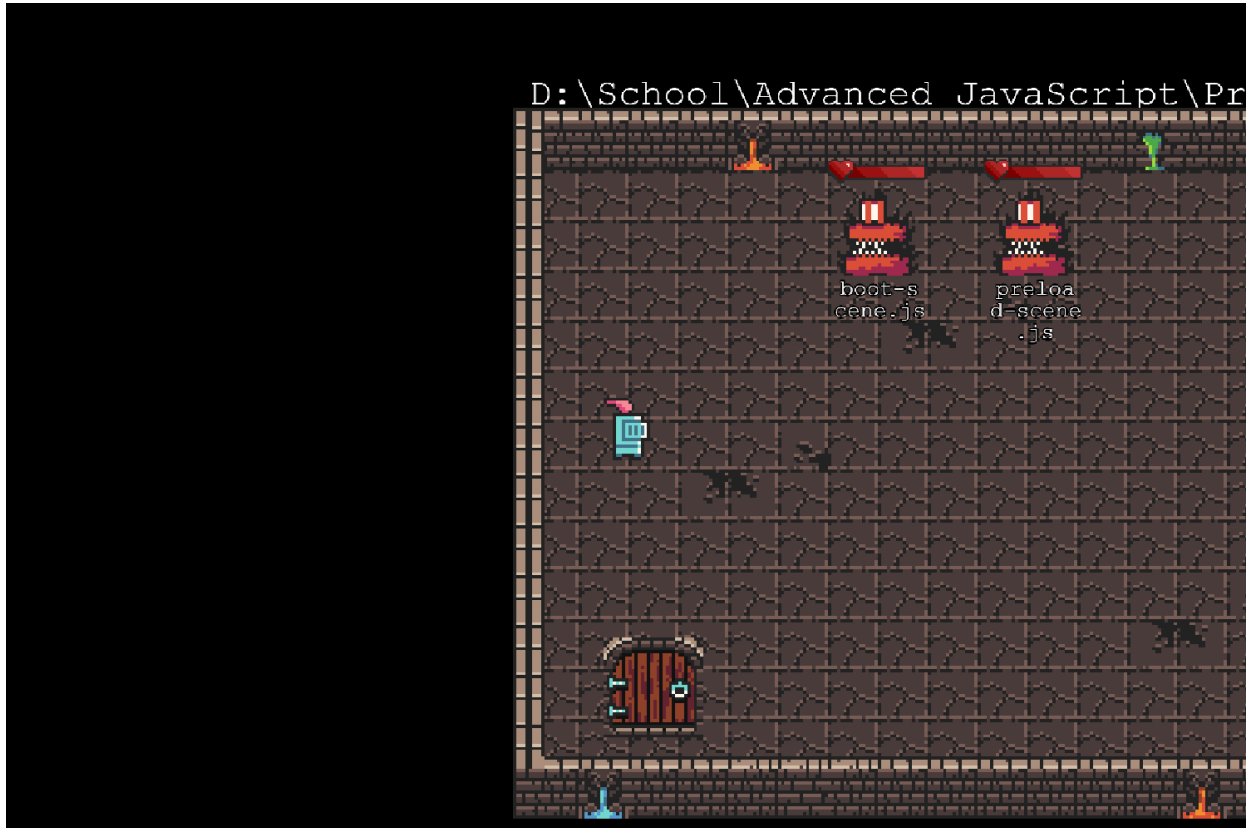# 'File Crawler'
An intuitive and visually appealing file explorer

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Project 2
Advanced Javascript
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NAVIGATION

To be able to move the 'knight' (player) around, the user must use the UP, DOWN, LEFT, RIGHT arrows on his/her keyboard.

CURRENT DIRECTORY
The user doesn't need to know the layout of the files in his/her directory as once the explorer boots up, there is text at the top that updates at each level to let the player know in which directory he/she currently resides.
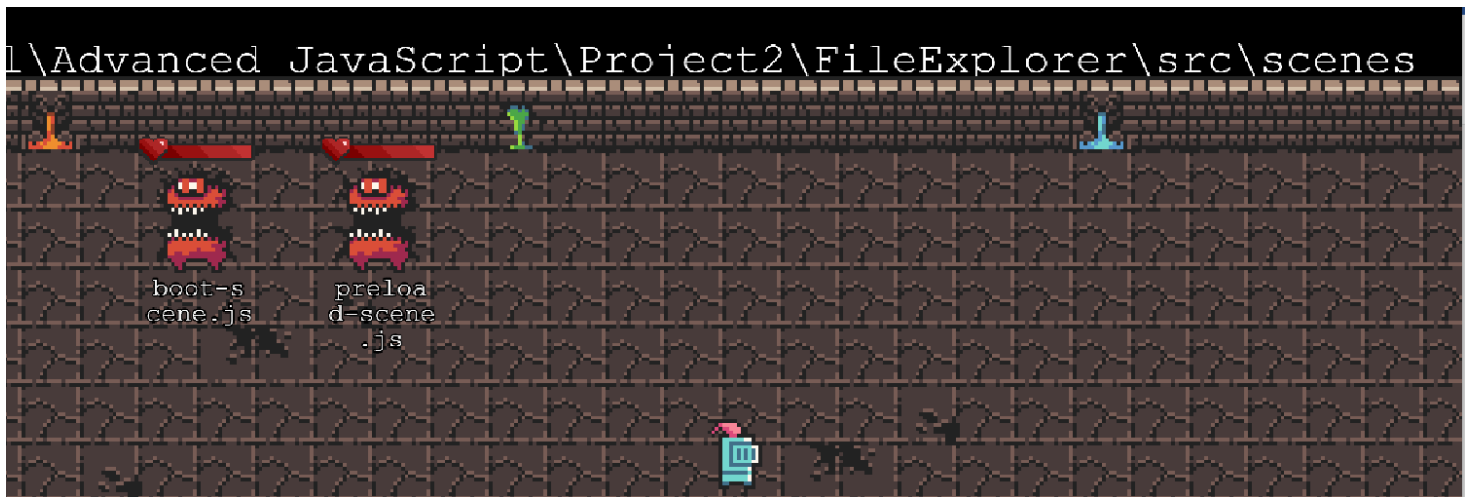

CHANGING DIRECTORY
1. Moving up a directory:
   The player can move up directories by simply going to the door located at the bottom left corner of the map and pressing the 'Spacebar' key. This will initiate an animation and open the door, which then refreshes the scene and moves up a directory.
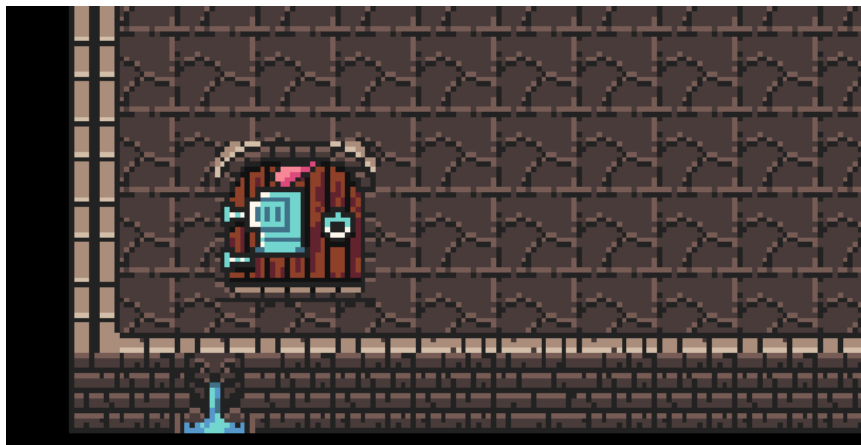
2. Moving to a specific existing directory:
   The sprites that are located on the level are of two kinds – folders and files. The 'zombies' are the folders (they are the brown creatures with a leaf on their head) and 'demons' are the files (they are the orange creatures). Whenever the player would want to enter a folder, he must go on top of the folder of his choosing and press the 'spacebar' key, this restarts the scene with files and folders located in that folder, which also updates the current directory at the top.
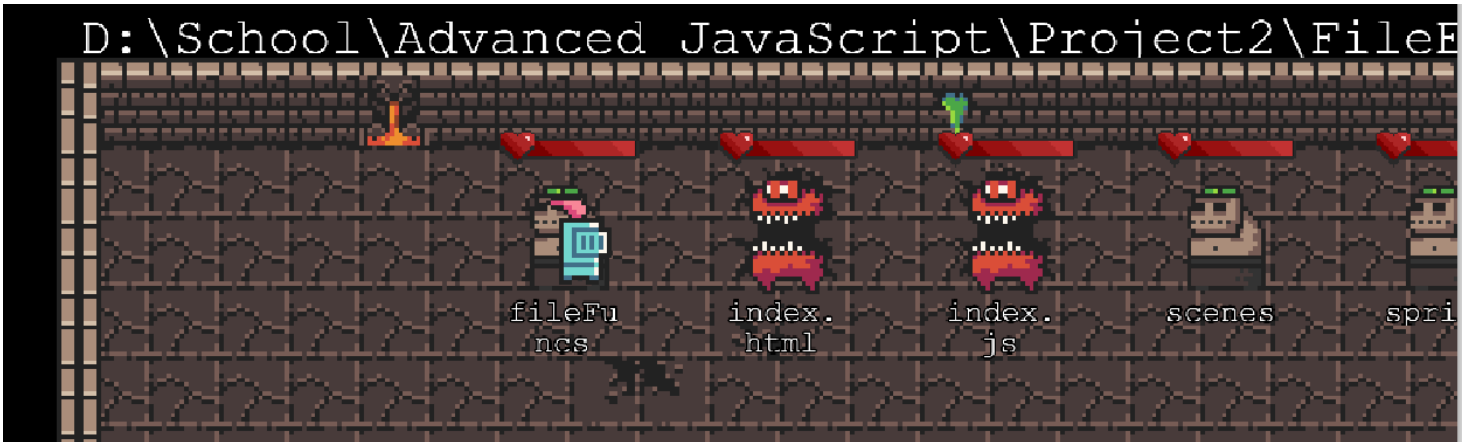

DIRECTORY FUNCTIONS

CREATING A DIRECTORY

In order to create a directory, the player must first navigate to the directory where he wants to create the new folder. Once that is done the user will have to press the 'K' key on his keyboard which will the bring up a text box so that he/she may name the new folder.

Once the user is satisfied with his/her name choice, then he/she must press the 'Enter' key, which will create a new directory inside the current one he/she is in, this in turn will also restart the stage to render to new sprite.
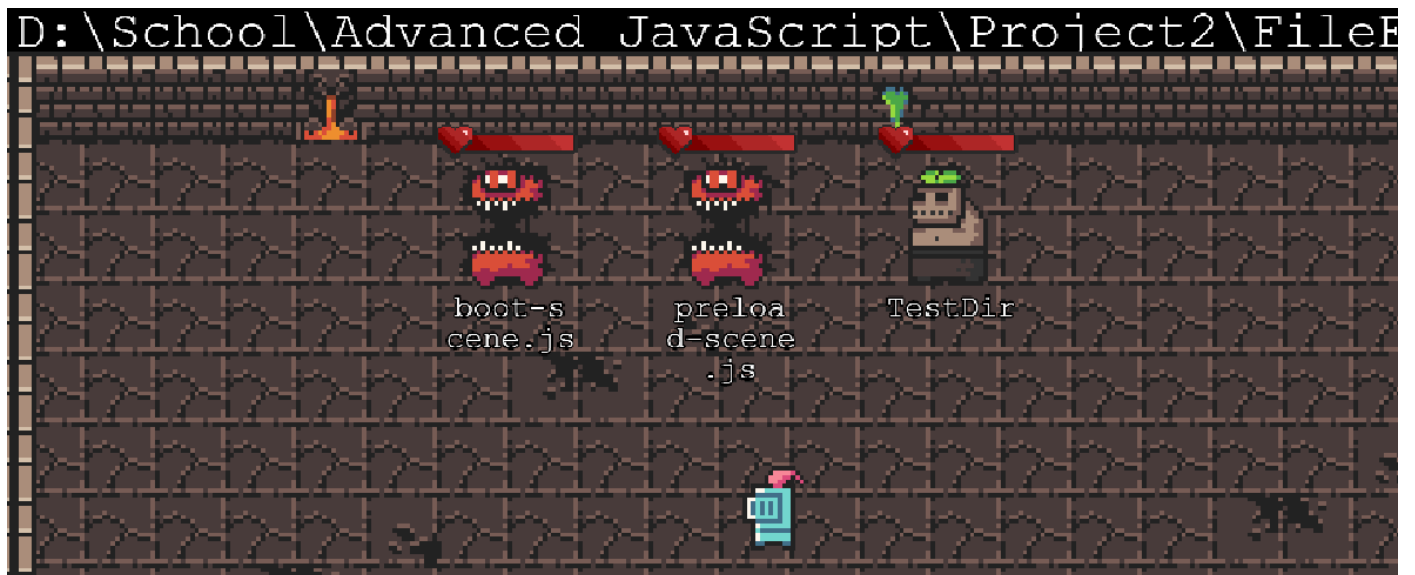
DELETING A DIRECTORY

If the user wants to remove the directory, the he/she must simple walk up to the folder that needs to be removed and press the 'D' key which will **permanently** unlink that folder and delete it from the computer, so be careful with what you delete.

FILE FUNCTIONS

INFORMATION

To be able to see the stats of a file, the user needs to overlap with the file he/she wants to know more about and simply press the 'I' key on the keyboard; this opens up a small window above the file with three stats – size, creation date, and modified date.

In order to create a new file, first the player must navigate to the directory where he wants to create the file. Once that is done the user will have to press the 'L' key on his keyboard which will the bring up a text box so that he/she may name the new file.
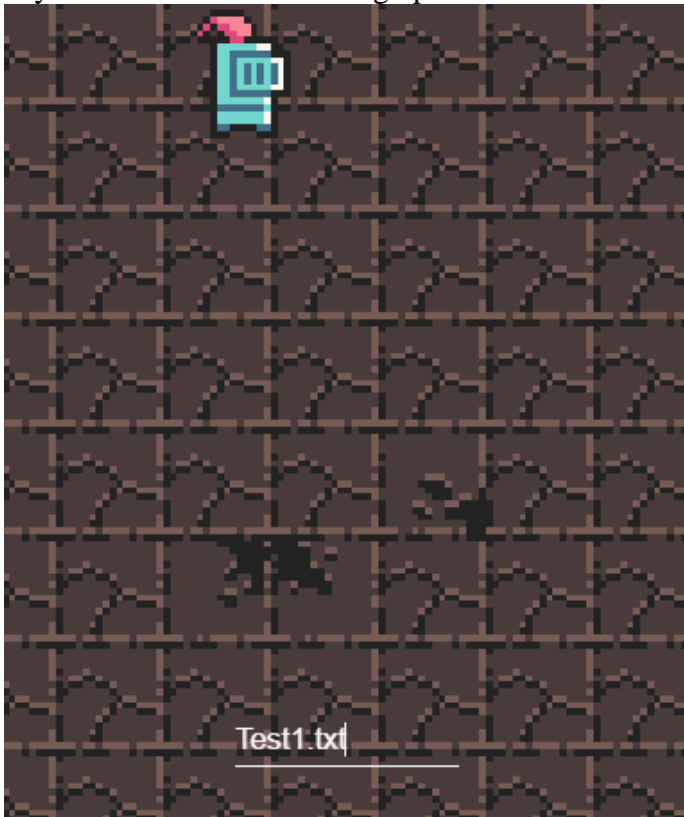
Once the user is satisfied with his name choice, then he/she must press the 'Enter' key, which will create a new file inside the current one he/she is in, this in turn will also restart the stage to render to new sprite.

<u>DELETING A FILE</u>
If the user wants to remove the file, the he/she must simple walk up to the file that needs to be removed and press the 'D' key which will **permanently** unlink that file and delete it from the computer, so be careful with what you delete.

<u>CUT AND COPY</u>
The functionality of cut and copy is also implemented, the user is able to cut or copy any file he/she chooses. The user must walk up to what file he/she wishes to copy and press the 'C' key; this is for the copy function. Then, a prompt will pop up above to player to signal that that file specifically has been copied.

In order to paste it, the player will have to navigate to the directory he/she wants to paste the file and press the 'V' key, which will restart the scene and render the sprite in the scene now.

The same functionality for cutting a file applies, except that the user needs to press the 'X' key in order to cut the file. Furthermore, once the file is pasted after it has been cut, it will be deleted from the source directory.

<div align="center">**ADDITIONAL FEATURE**</div>

The additional feature for the user is the ability to shoot and 'kill' the monsters in the game. Once clicked on the game, a bullet will travel to your pointer position and collide with any monsters; the bullet will deal damage and lowers the monsters' health bar. The health of the monsters is based on the size of the files. So, if the file isn't large then the user could potentially one shot the file. Furthermore, when the monster's health is brought to zero, then it will die, which will result in the file/folder being **deleted** from the system. Be careful when shooting. Also, the folders have a set health, it always takes ten hits for them to 'die'.

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