CS 454 Game Design

A Test of Metal – Player’s Manual

1. Extract all files from the zipped folder.
2. Run ppython on Main.py
3. Press F1 for all available controls.
4. Consult the Game Design Doc for detailed player controls.
5. The Talking Panda provides helpful instructions as well as basic maneuver controls.

All unnecessary controls are disabled (Editor mode, reset, coordinates display)

Tips for testing & playing

-Push the ball into the pit.

-Dash jumping is extremely useful.

-While dash jumping, when letting go of space, ATM will be pinned in its position and fall straight down, this is very helpful for the later portion of stage 1 when trying to land accurately on the platforms.

-Make sure to activate every checkpoints you came across, ATM’s new respawn point will be relocated there.

Github repository

https://github.com/ElTangoBandito/CS-454-Game-Design