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.

-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>

Clone this repository if the zipped file does not work.

System Requirements:

Game tested using gaming laptops & desktop.

Intel Core i5 3.4 GHZ  
Ram: 8 GB

Video Card – GeForce GTX 960

Frame rate remains stable at 60fps using these computers.

Test on non-gaming laptops will result in frame rate drop, frame rate will hover in between 40~50 fps.