

# Dimension Runner

Bartu Duman

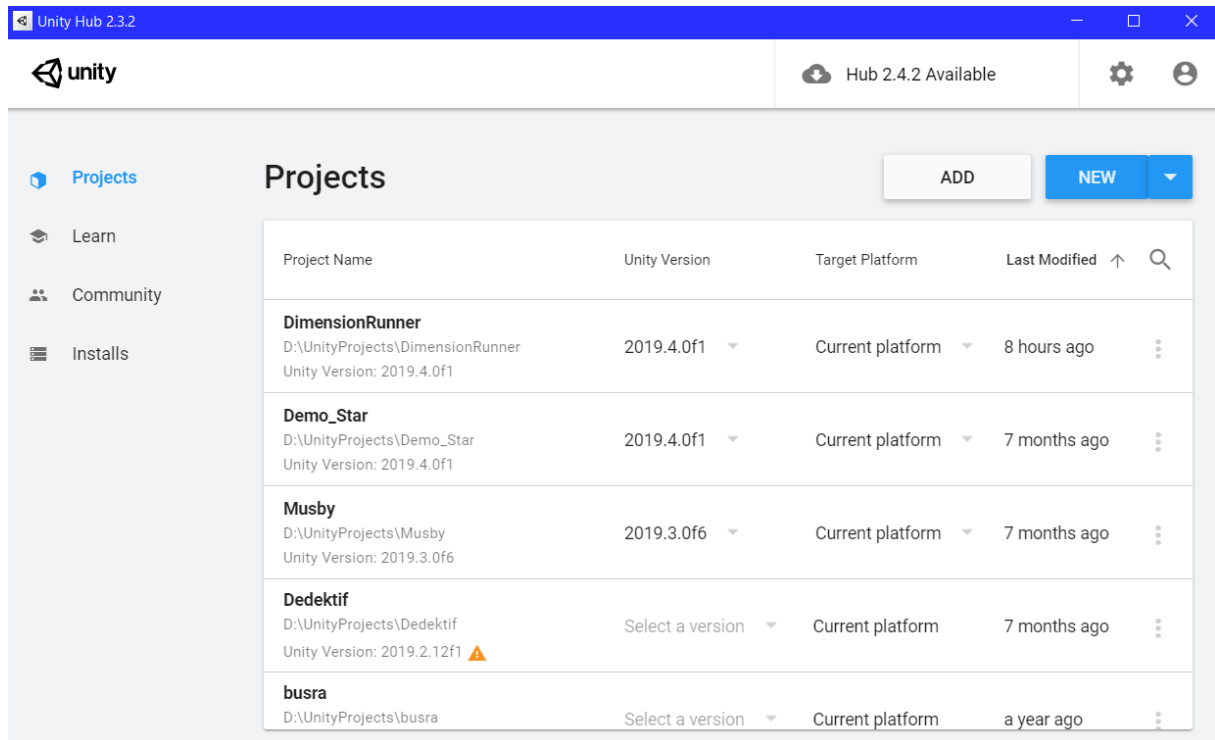
Esat Ertuğrul Filiz

Erdem KURU

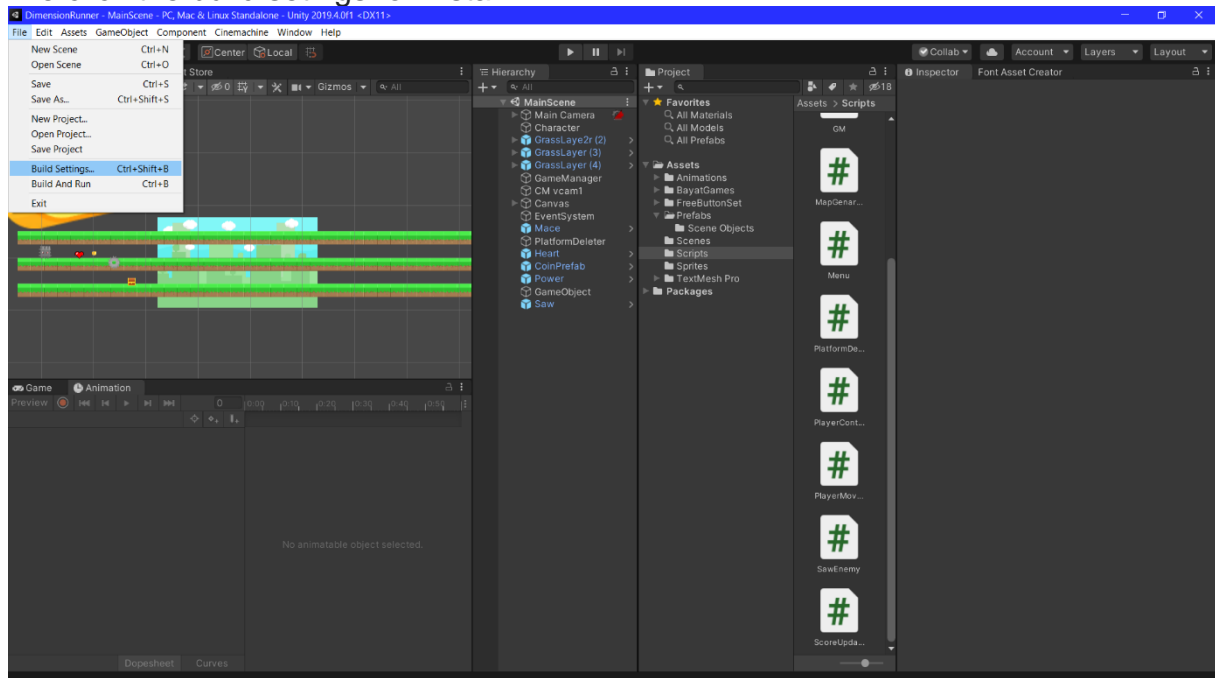
Hasan Kaplan

- Detail all necessary steps needed to deploy/install your system. Provide all necessary technical specifications (6 pts)

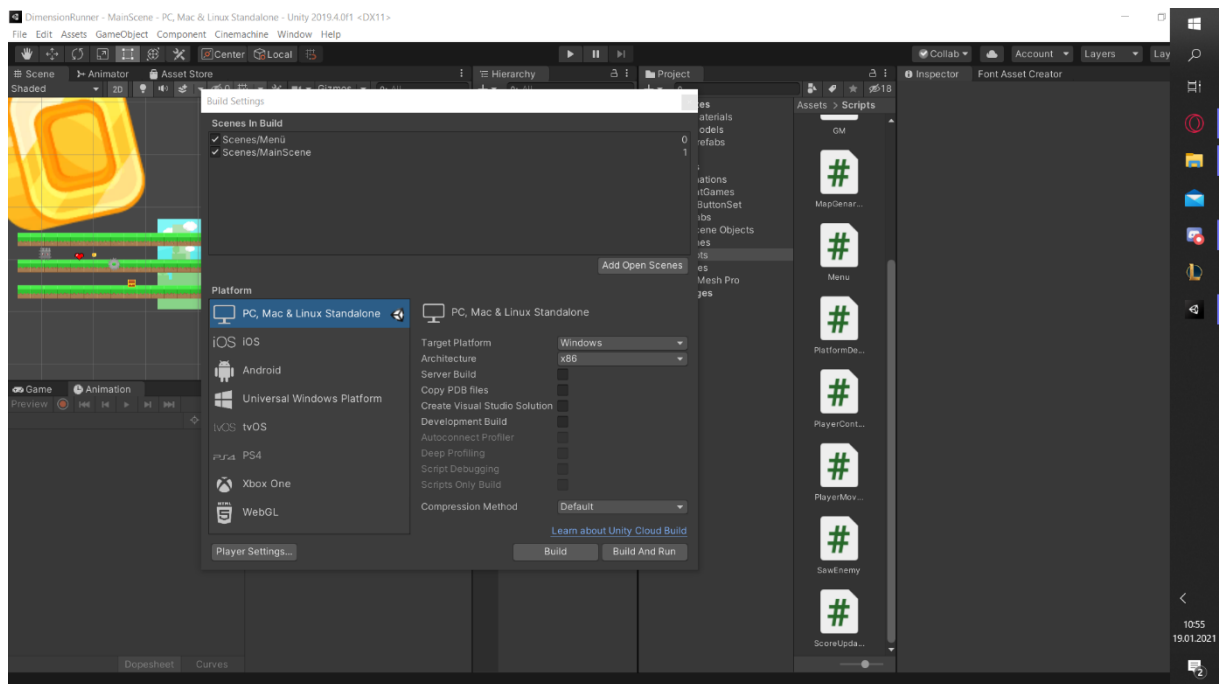
We select the game for install.



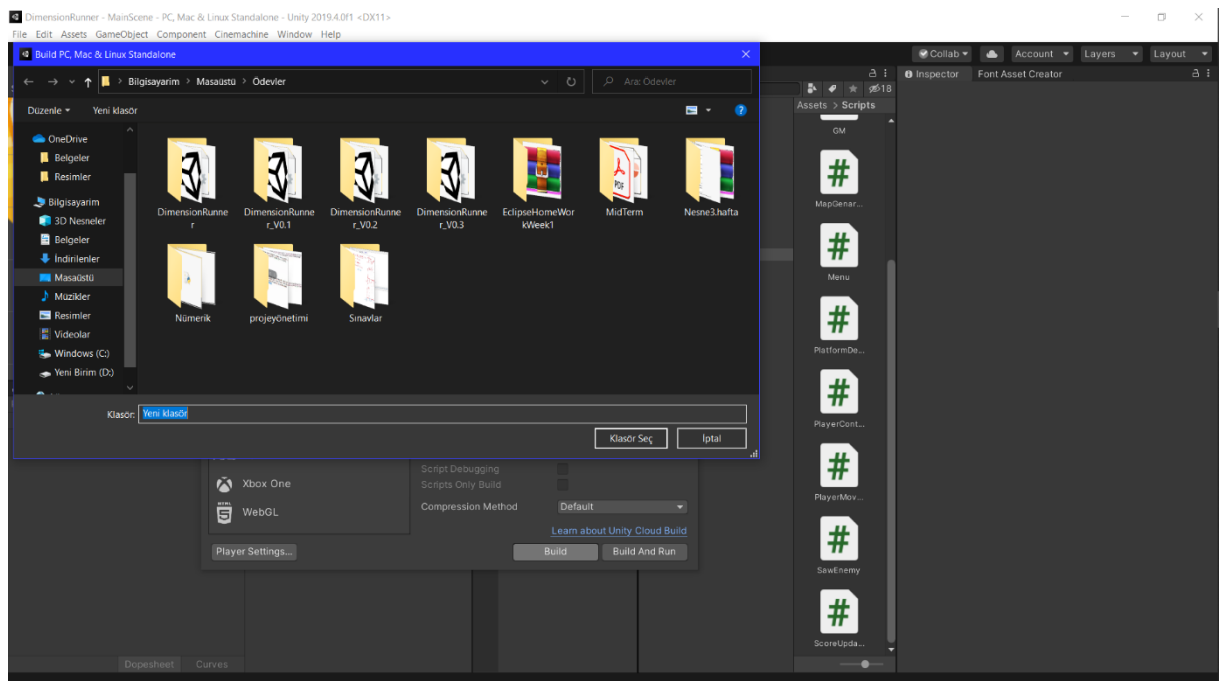
We click the build settings for install.



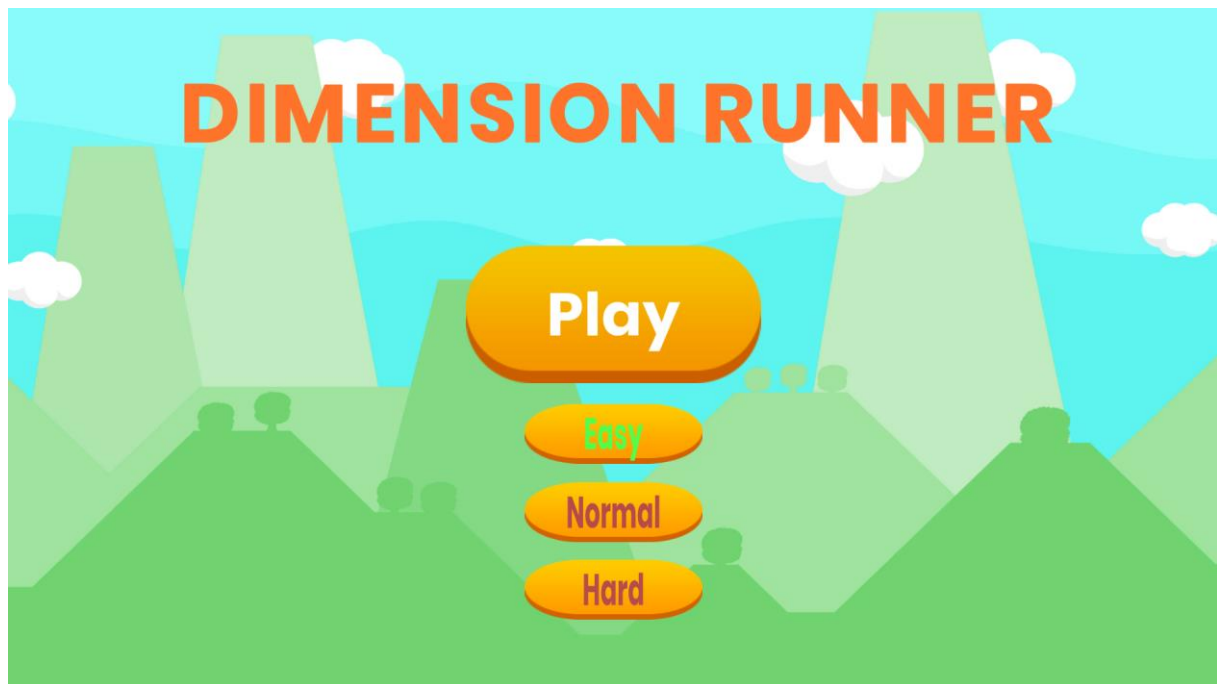
We click the build for install



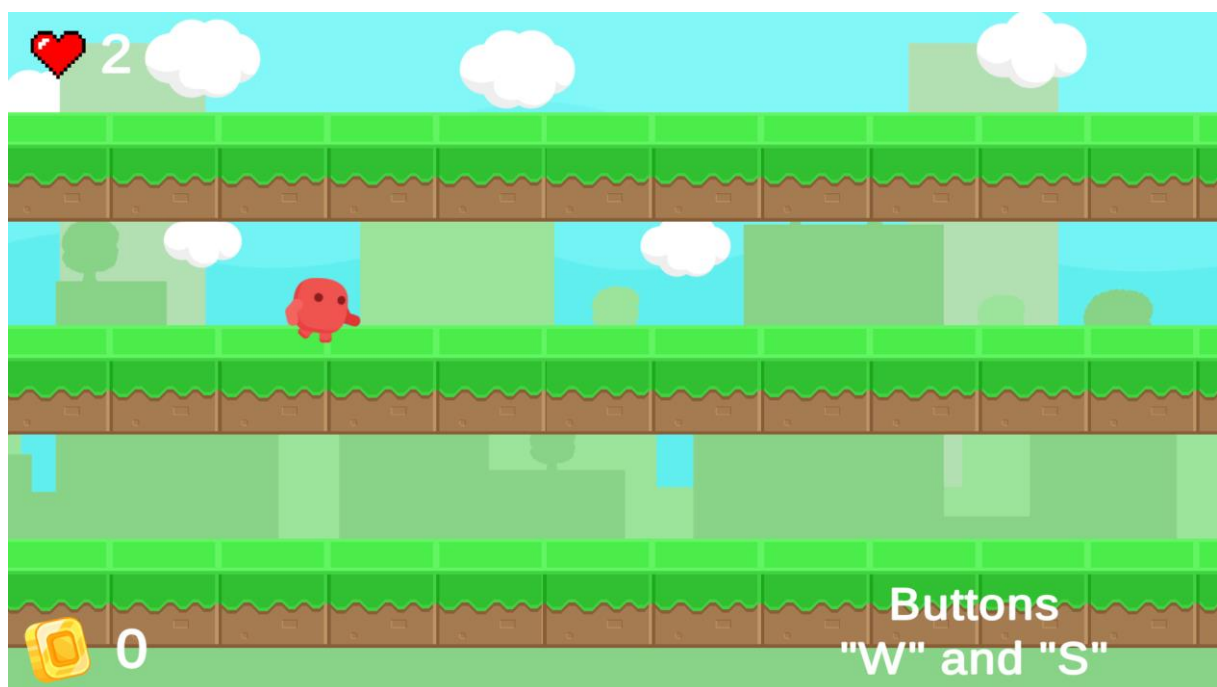
We chose the folder for install. Then we can share installed game files with all windows users.



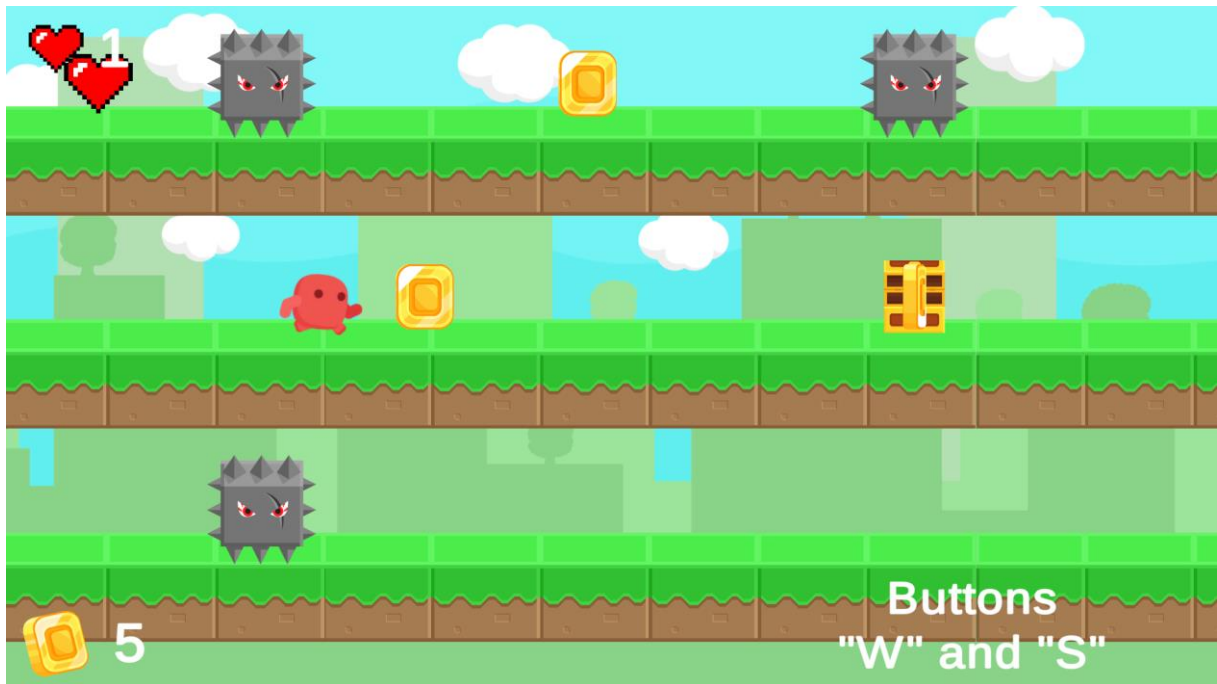
- Explain the main features of the system to a potential user who may not be familiar with it. (6 pts)
- Provide a walkthrough for the main scenario of using your system; include screenshots as necessary. (6 pts)
  - User selects a difficulty.
  - User push the play button.



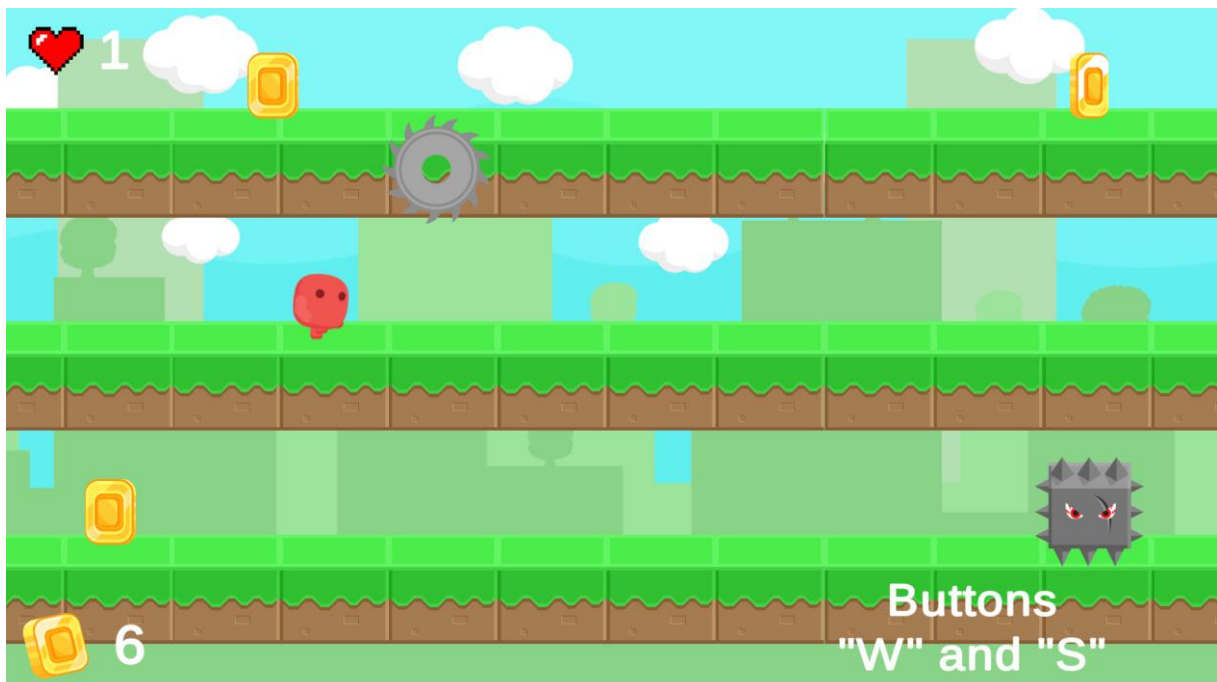
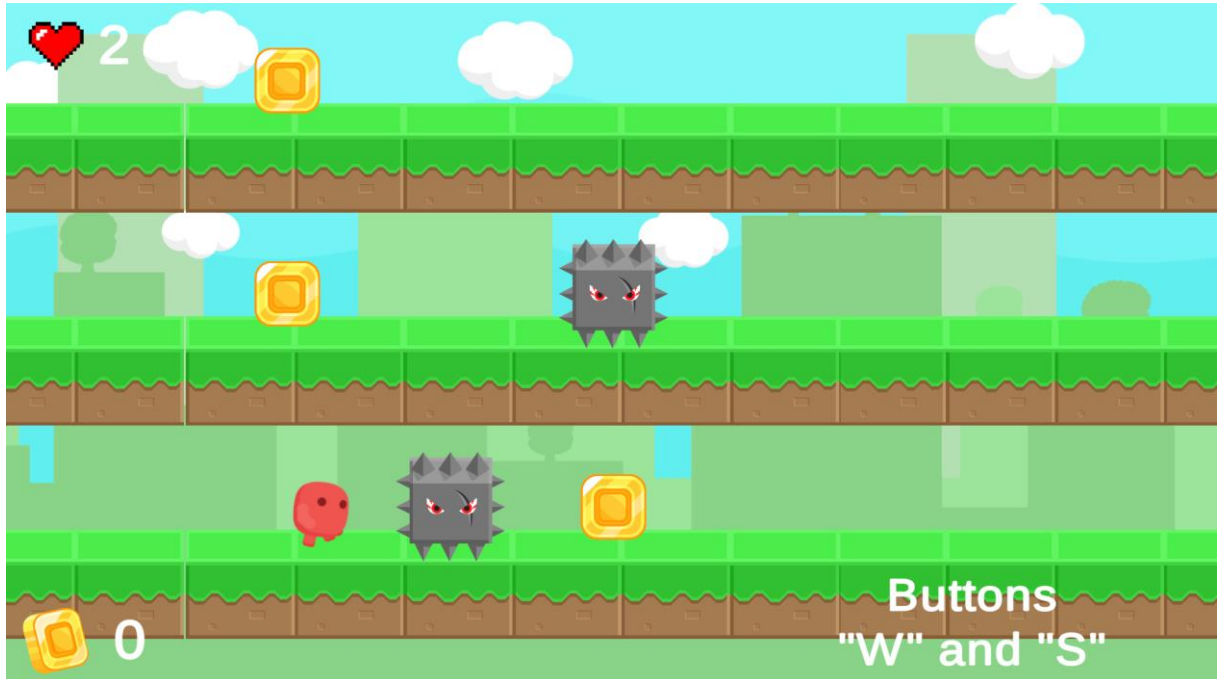
- Game starts



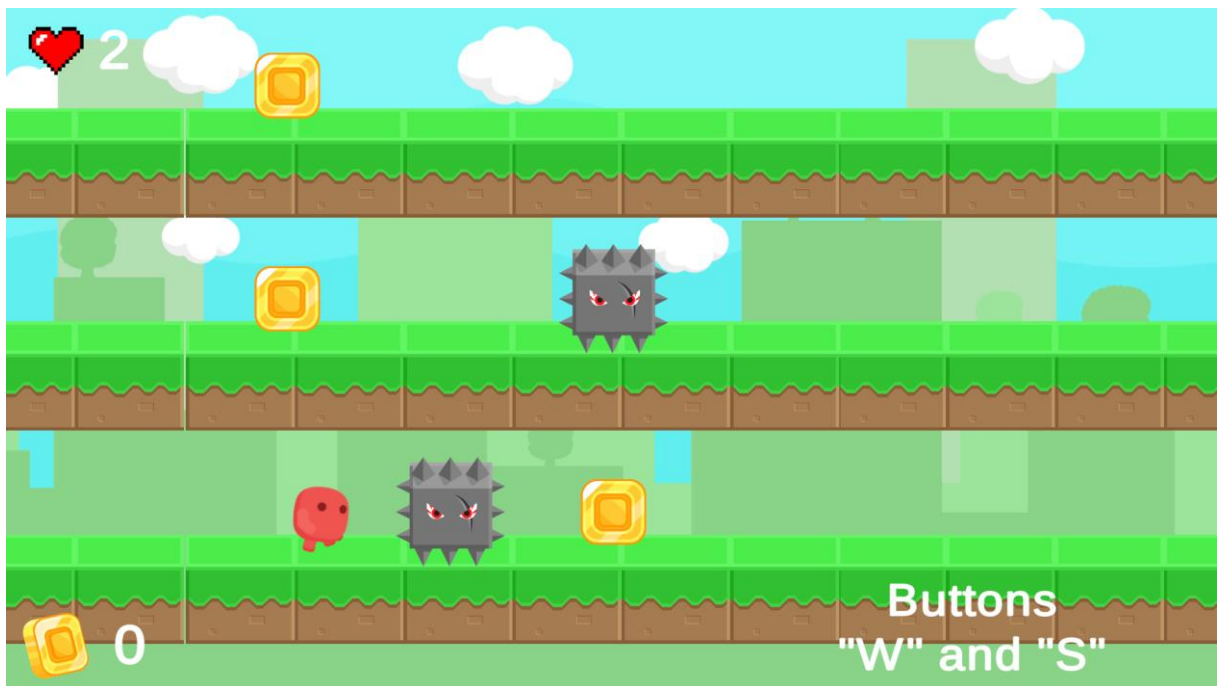
- User collects coin



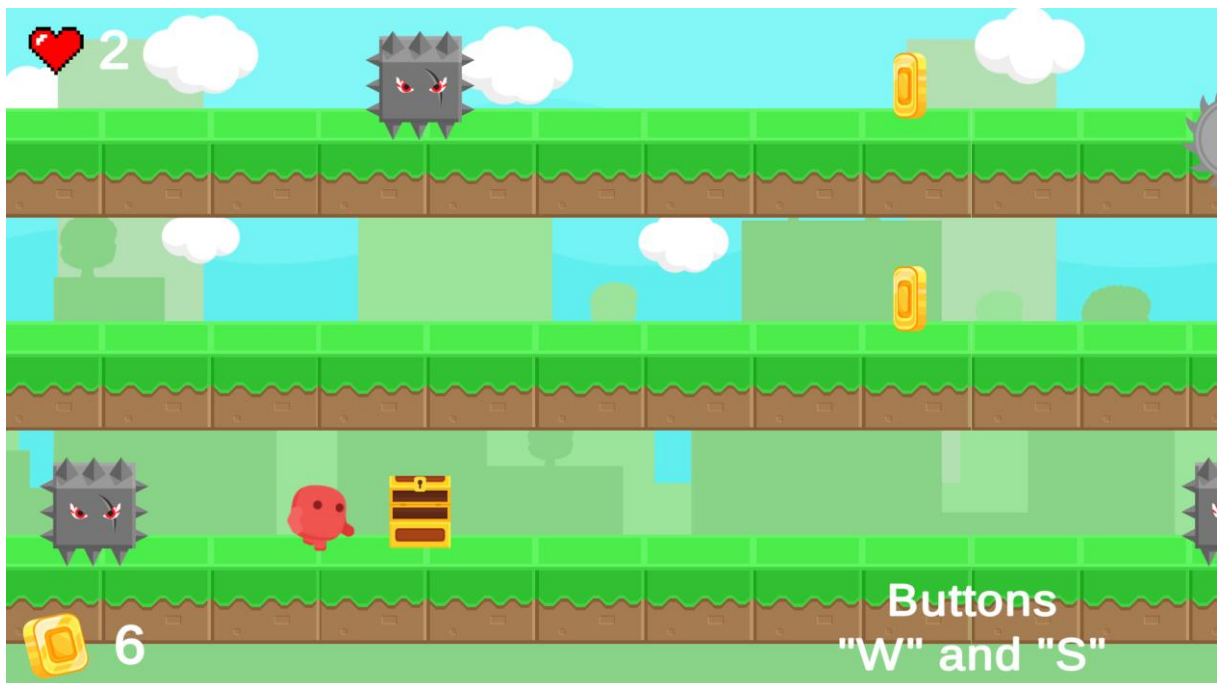
- User hits enemy



- User Collects heart

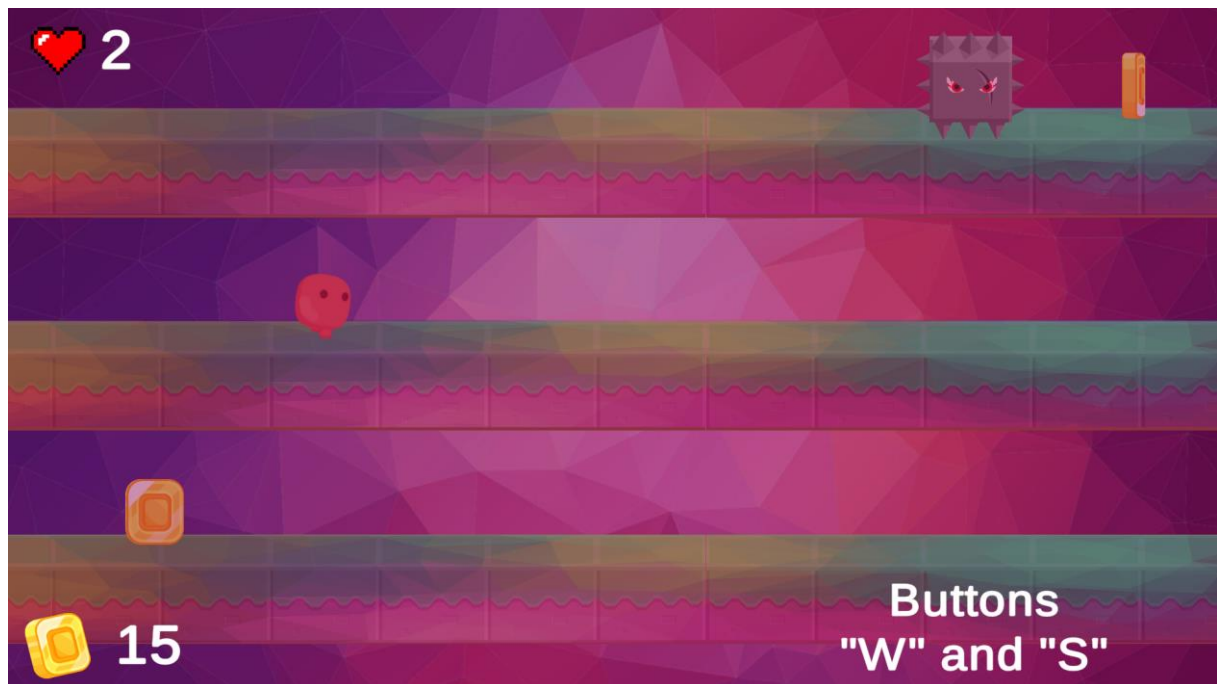


- User collects power

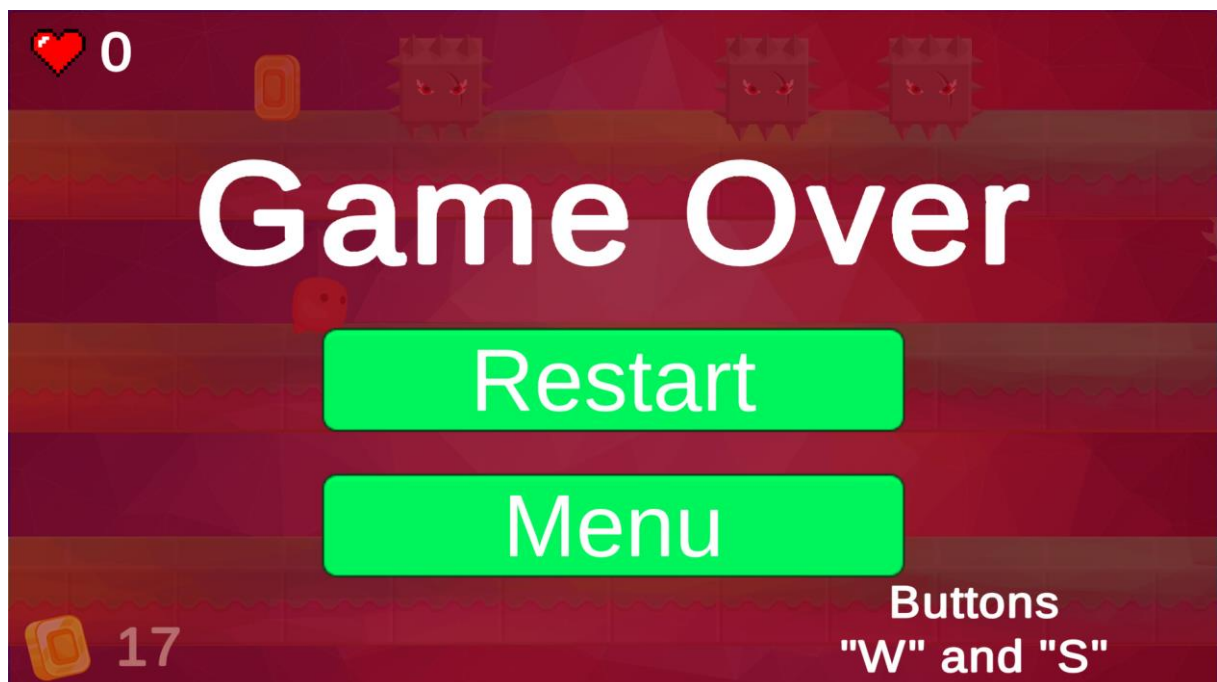




- User can pass other dimension



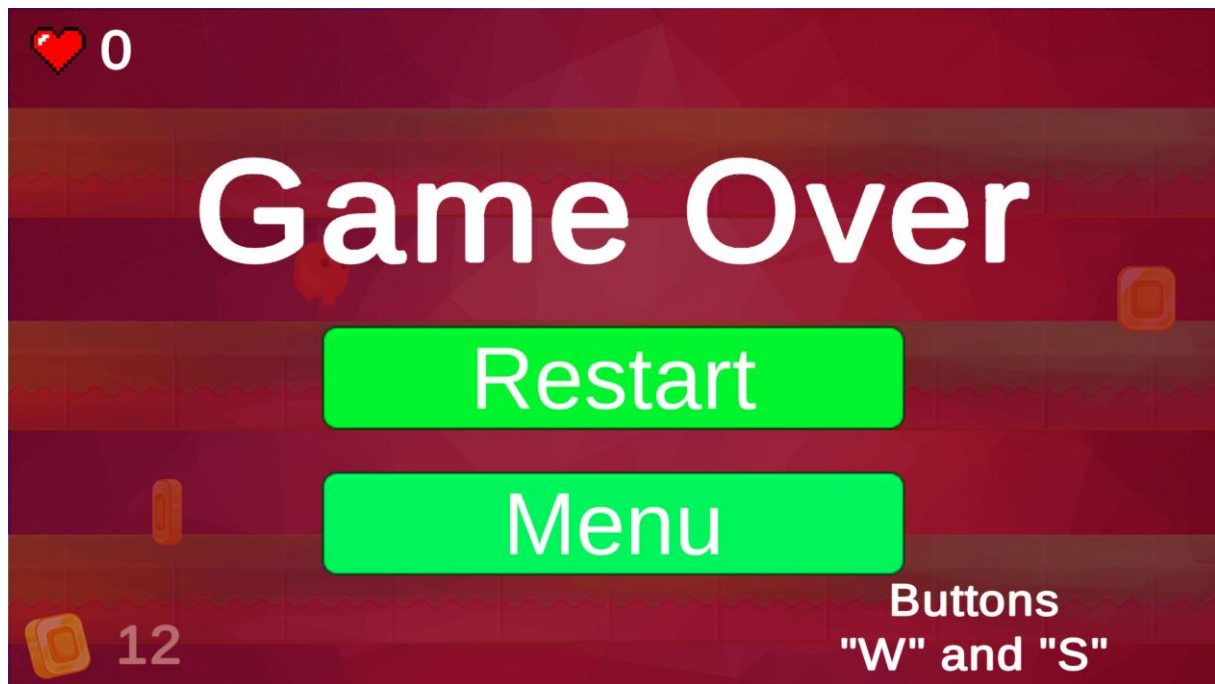
- User can die and play again or go to main menu



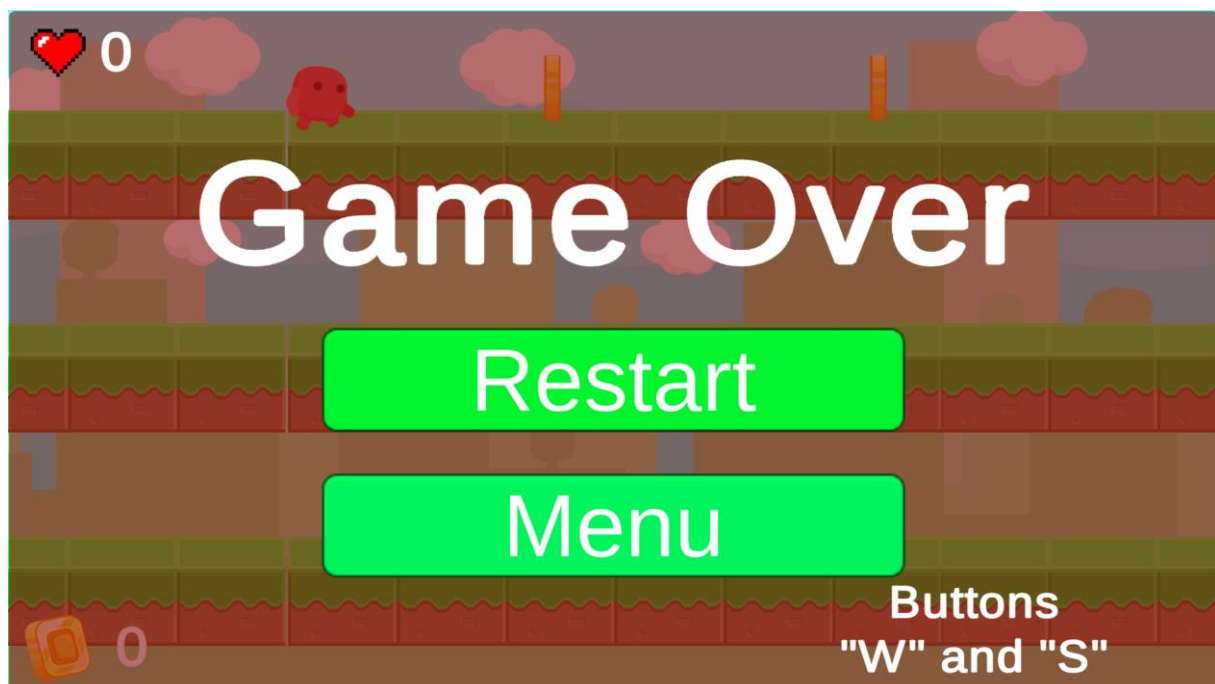


- Provide walkthroughs for at least two additional scenarios with additional/alternative functionality; include screenshots as necessary. (6 pts)

- User can die in other dimension



- User can die in normal dimension

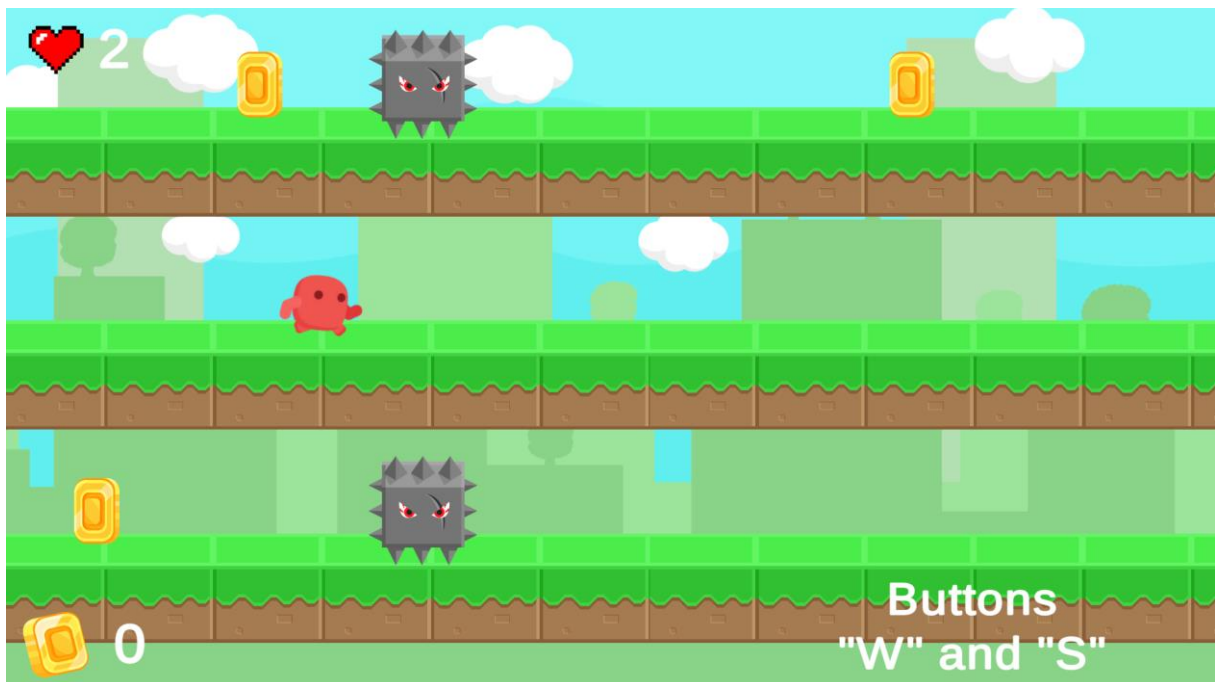


- Use clear and understandable schematics, screenshots and figures to explain how to use your program. (6 pts)

- First user must choose difficulty and push play button



- When games starts user can use the "w" and "s" buttons for up and down.
- You can collect : Hearts, Coins, Powers
- You can hits: Iron Enemies, Saw Enemies



- You can die and start again or go back to main menu

