

User Manual

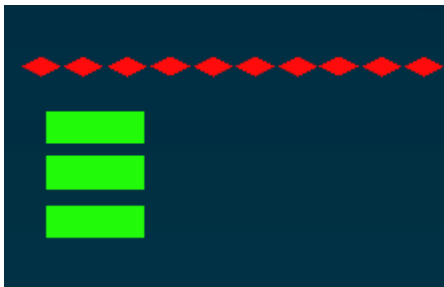
Keyboard keys A or LeftArrow - move left

Keyboard keys D or RightArrow - move right

Keyboard key SpaceBar - jump

Keyboard keys V or UpArrow - use portal to teleport only when player character is touching the portal

Health bar(red diamonds representing one health point) and Level banner(bright green horizontal bars representing the level) at the top right corner



Menu buttons:



Play/Resume(top left), Restart Level(top right), Pause(middle left) Restart Game(middle right), Skip Level(bottom left), Exit(bottom right)

All these buttons are also available at the top right corner of the screen except for Play/Resume.

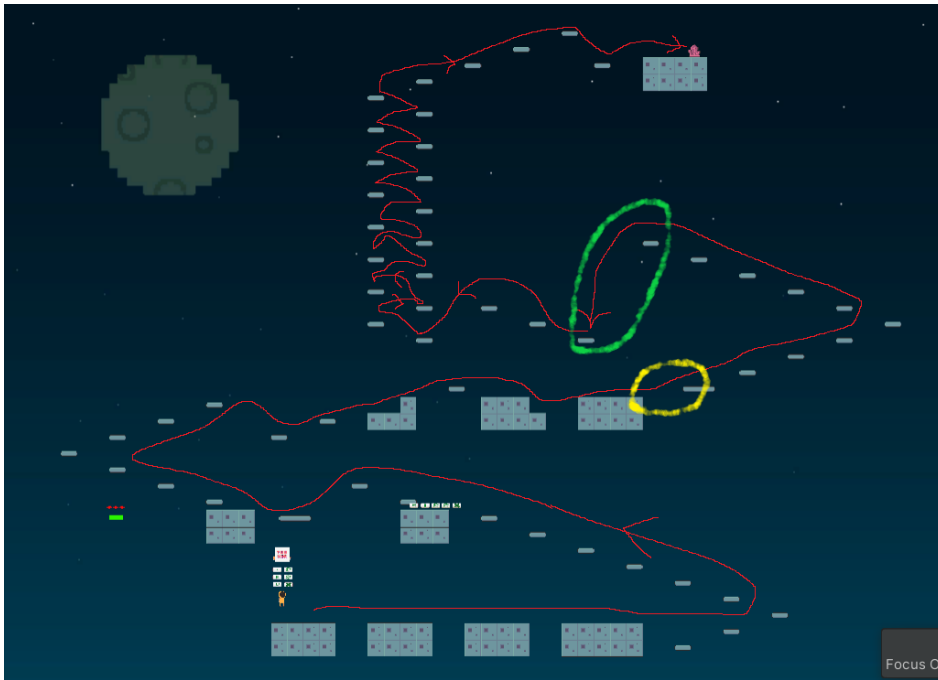
Walkthrough/Tutorial

The game prototype is a 2D platformer jump quest game consisting of 3 different levels , level 1 , 2 and 3 with increasing difficulty from level 1 to level 3.

A player can make use of keyboard keys to move the 2D character to get from the starting point of each level to another point(from bottom to top) while avoiding all sorts of obstacles skillfully.

Level 1

This level can be considered as a warm up round. All the player needs to do is get used to the mechanic and learn to jump from one platform to another. The only important key to completing this level is the **timing** of the jump. Player should always aim to **only** jump at the very edge of a platform and it will be guaranteed to land safely on the other.



Yellow circled part - be extra careful, must jump **RIGHT** at the edge so that you can land safely on the platform to the right

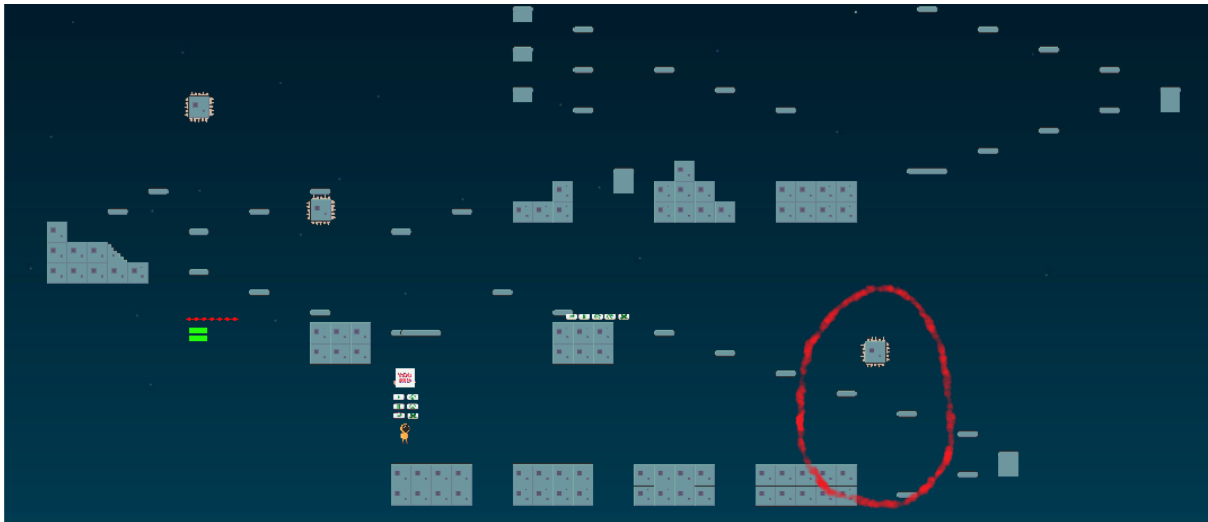
Green circled part - its a leap of faith, when you are on the higher platform on the right, you need to jump and strafe mid air so that you can land just right on the lower platform on the left

Level 2

This level is extended from level 1 with slight platform changes with extra obstacles:

1. Spikes from the platforms that could be in 4 different directions - upward, downward, leftward or rightward. The spikes will emerge suddenly and withdraw slowly back into the ground before repeating the exact same motion with the exact same timing. Touching the spikes will knock back the player character.
2. Falling spike blocks that fall when the player character approaches the region beneath the spike blocks. A spike block will be destroyed once it reaches the ground and will remain so only for the same instance of the game level.

Both of the extra obstacles will cause the player character to lose one health point. **Patience** is important in this level, the player character should pay attention to the spikes, a good tip would be to only step onto ground with spikes **right after** it fully withdraws back into the ground unless you have the choice to jump over the spikes which will be the case in some instances. The falling spike blocks are fairly easy to dodge as long as the player character does not stay for too long underneath those blocks. However, there is one exception:

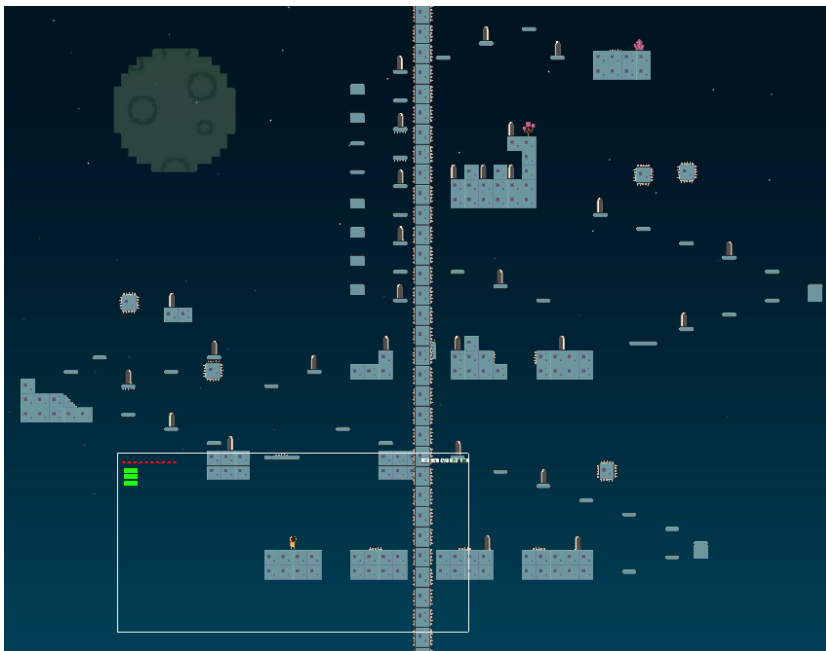


The trick here is to jump towards the region underneath that block and **immediately** strafe left so that the block will fall and the player character can later on jump over it and land safely on the other side.

Level 3

This level is extended from level 2 with slight platform changes and with one more obstacle, and a rather difficult one:

A pillar of spikes will move from the right side of the map to the left repetitively at a fixed rate. An example of it is shown below.



Player character is expected to make use of the **portals** given to avoid the pillar. The portals are designed in pairs and they are two-way portals, so do not expect a portal at the bottom will teleport the player character all the way to the top as using one portal will only teleport the player character to the other portal that is of the same pair. The pairs are shown below:



To successfully win this final and most difficult level, **patience, timing and lateral thinking** is extremely important. To successfully dodge the pillar(which will kill the player character once it touches the player character), the player character is supposed to use the portal to teleport to the other side. Since the pillar is always coming from the right side, it is intuitive to use a portal to teleport to the other one further right so that the player character can bypass the pillar. However, there will be instances where you need to teleport further left so that you can get ahead of the pillar, wait for it to come a little closer before quickly teleporting back to the right side portal in the pair to bypass the pillar.

For the game in general, it can be completed within 10 to 12 minutes if one has good **reflexes** and **hand-eye coordination** so that mistakes are minimal and restarting the game or level is not necessary.