

PeggleClone405 User Guide

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Introduction

This document outlines the user experience with PeggleClone405 and describes the gameplay and menu operations.

Getting Started

Run PeggleClone405.exe from the directory it was downloaded too. The directory should also contain a folder called PeggleClone405_Data and a DLL called UnityPlayer.dll. If the game was downloaded directly from GitHub then the executable can be found in PeggleClone405/Play/PeggleClone405.exe. then pick your resolution to play the game at (currently 1600x900 and 1920x1080 are the best) and click play.

System Requirements

Operating System (x86 and x64): PC, Mac, and Linux

Storage: 50 MB

Game Play

The game is a simple point and click game. Once the application starts, click 'Play' and you will be loaded into the first level. There is a launcher at the top centre of the screen that follows your mouse around shoots a ball when you click. The ball is launched towards the cursors position and hits and bounces off of pegs and balls that are in its way. Once the ball exits through the bottom of the screen the pegs explode and the launcher is ready to shoot another ball. This process repeats until you are out of balls or pegs to shoot.

Menu navigation and settings

The main menu has 4 major navigations:

Play – loads the player into level 1

Level Select – navigates the user to a menu with pictures of each level that can be clicked on to start the respective level. The menu also contains a back button to navigate back to the main menu.

Settings – brings the user to a settings screen where they can change 4 settings:

Explosion Size Multiplier

- Allows you to choose the size of the explosions that pegs make between 1 and 6

Max Camera Zoom

- Zooms the camera between 5(least zoom) and 1(most zoom)

Slow Mo Speed

- Slows down time by multiplying it by the value of the slider where 1 = real time

Anticipation and Victory Audio

- A toggle to turn music on and off when the level is ending

Quit – exits the application.