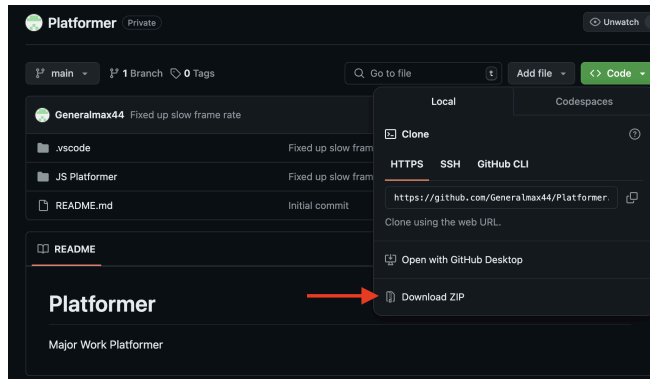


User Manual

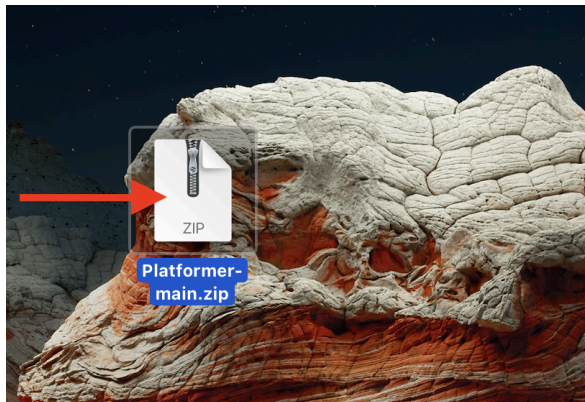
By Max Morphy

Installation

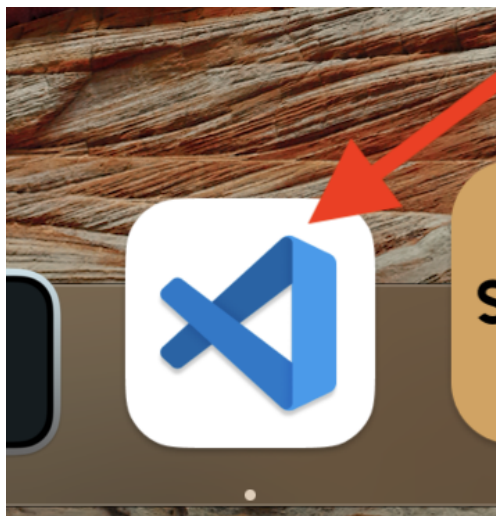
1. Download zip file from GitHub repo



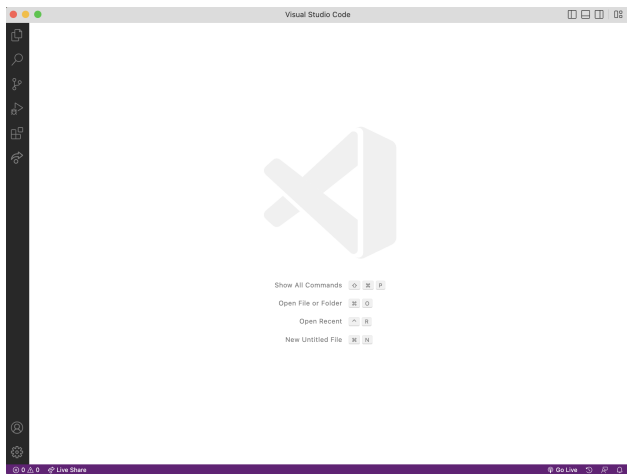
2. Unzip Platformer-main file



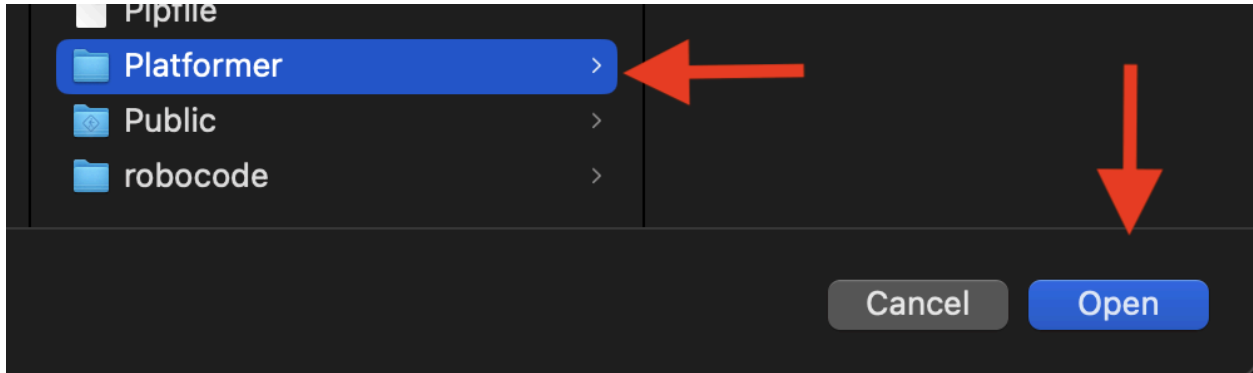
3. Open VS Code



4. Open new VS Code window using “cmd + shift + n”



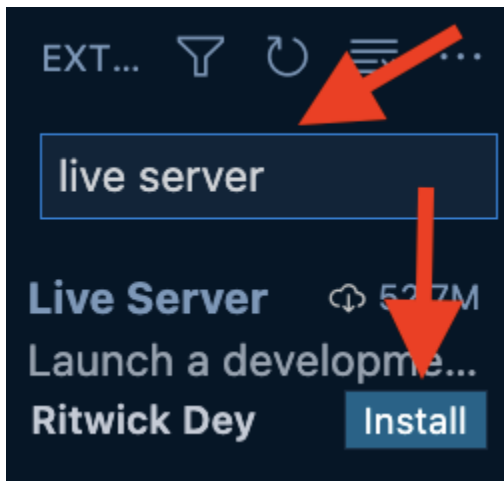
5. Open the “Platformer” file by navigating to it after using “



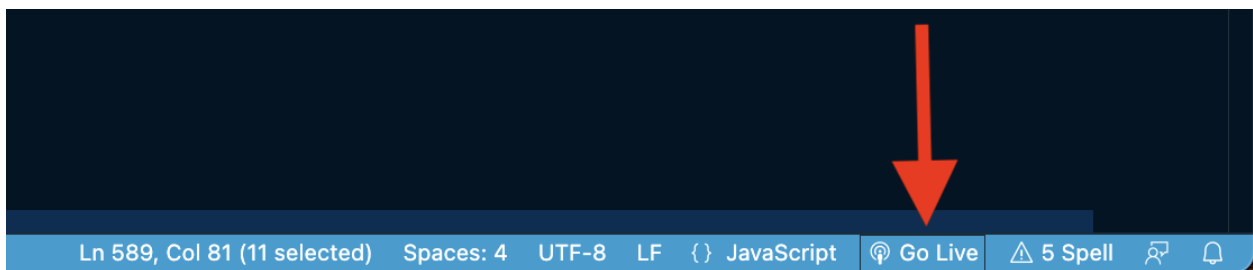
6. If you don't have the Live Server package installed, navigate to the extensions t



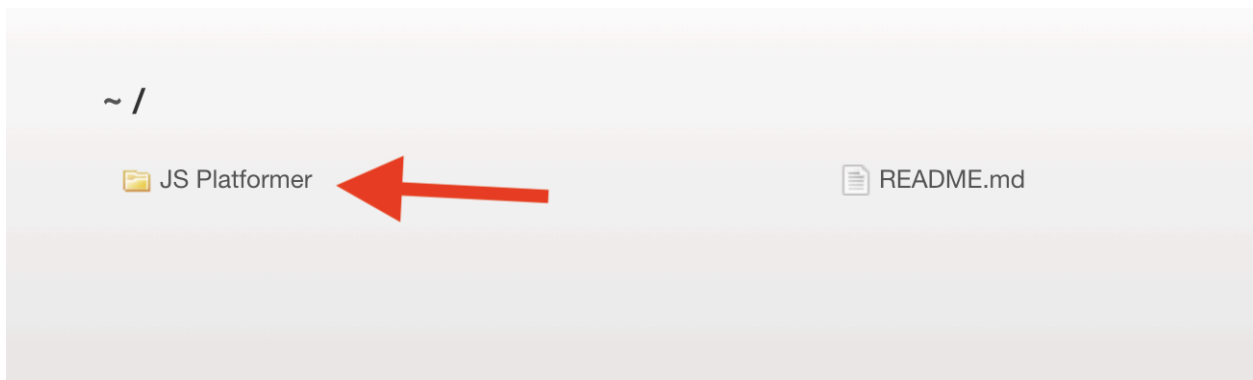
7. Search for “Live Server” by Ritwick Dey and install



8. Once in the “Platformer” directory use the “Go Live” feature in the bottom right to host a local server



9. You will be redirected to the “Platformer” directory in your primary browser, select “JS Platformer”



10. You should now see the game running :)

Troubleshooting

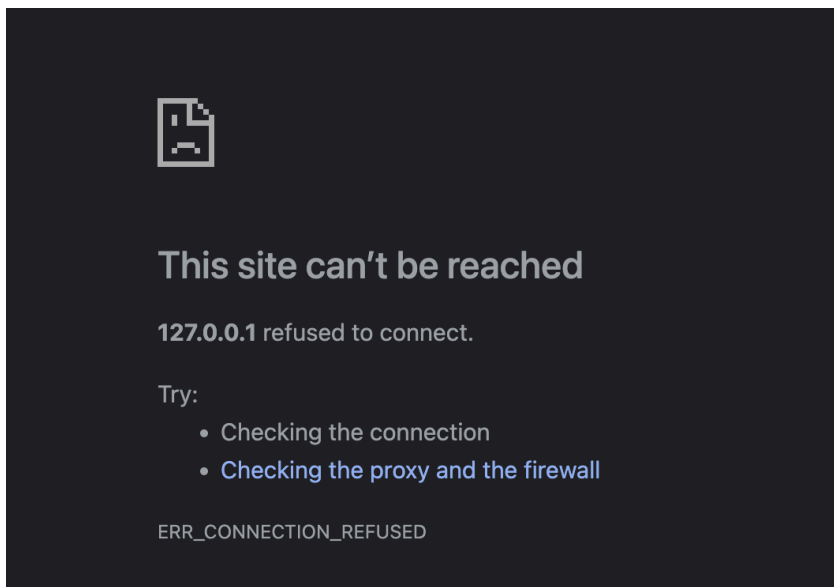
If you can only see a blank blue screen or get the following error:



```
' from origin 'null' has been blocked by CORS
policy: Cross origin requests are only supported
for protocol schemes: http, data, isolated-app,
chrome-extension, chrome, https, chrome-
untrusted.
```

It is because you have launched the game by opening the index.html file, Instead use the “Live Server” feature on VS Code as outlined in the previous section.

If you see the this screen check the following:



1. The server is active (you should see a port number in the bottom right now):



2. The Url you are trying to access corresponds to the port of the server (the number following the “:” should be the same as the number in the bottom right corner of VS Code).



127.0.0.1:5500

Operation of the Application

*If you have any questions about the use of the application itself after installation and initialisation, please refer to the help section of the application, accessible within the application.