

The Abyss

USER GUIDE

Chopra, Harshdeep (2018)

Contents

Intro	2
Installation	2
Running the game.....	3
How to play	4
Navigating Menus.....	4
Player Input.....	5
Guns.....	5
Score	5

Intro

The Abyss is a free to play FPS arcade game that takes waves of zombies and leaves you to see how long you can survive in the forest. Players only have one life and must traverse their way around the forest whilst waves of zombies continue to try and attack. The player is equipped with 4 different guns, all with their own unique properties and must dodge, weave, and shoot the Zombies to increase their score and survive as long as they can. Once you run out of health... there is no return.




Installation

To install the game, very simply follow the steps provided:

- If you have access to the ZIP file containing source code for the game:
 1. Click the README file
 2. Take the link on the first line Titled Download Link
- If you do not have the README File use the link down bellow to download the game.

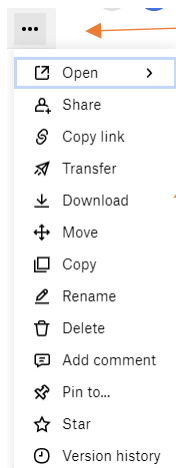
<https://www.dropbox.com/sh/n5v1w448iuwgry0/AABm2ue02Z8tXWjCwK4Dbok2a?dl=0>

Once you are on this link select the ZIP/RAR file to download.

 TheAbyss-Game.rar

NOTE: THIS GAME CAN ONLY BE INSTALLED ONTO WINDOWS OPERATING SYSTEMS

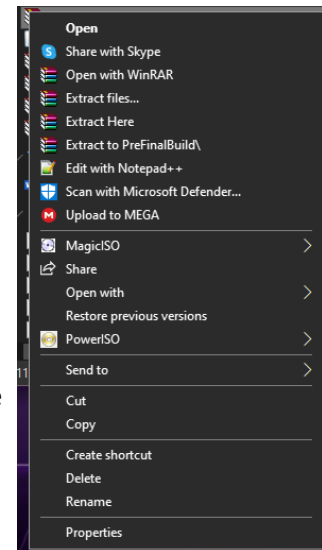
To download the file:



- Select the more (ellipses) option on the specific zip file and click on download.

Once downloaded (Extract):

1. find the zip file on your device.
2. Right click and extract using the extraction application of your choice



Running the game

Once extracted. Click on the folder and find the final Application to run the game. ZFAC184-TheAbyss.exe

This may take a few minutes as Unity is setting up the Build assets for the first time on your device. After this you are ready to play. Keep this application and all other files in this folder to allow the game to find its necessary resources.

A screenshot of a file explorer window showing a list of files and folders. An orange arrow points from the text 'Keep this application and all other files in this folder' to the file list.

MonoBleedingEdge	23/03/2021 12:03	File folder	
ZFAC184-TheAbyss_Data	23/03/2021 12:03	File folder	
UnityCrashHandler32	30/09/2020 05:08	Application	902 KB
UnityPlayer.dll	30/09/2020 05:14	Application exten...	19,607 KB
ZFAC184-TheAbyss	23/03/2021 12:03	Application	625 KB

How to play

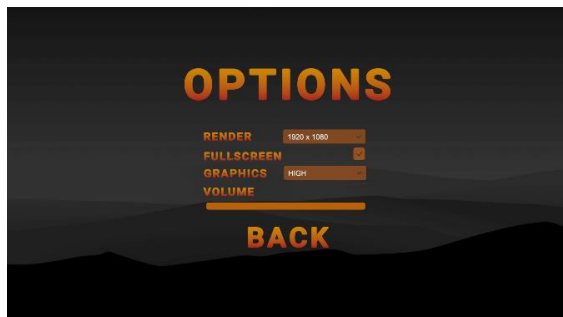
Navigating Menus

Once loaded, The Main menu will start. You can start the game by pressing play, change settings in the options menu, Quit the game and return to the desktop or press ? for a how to play scene.

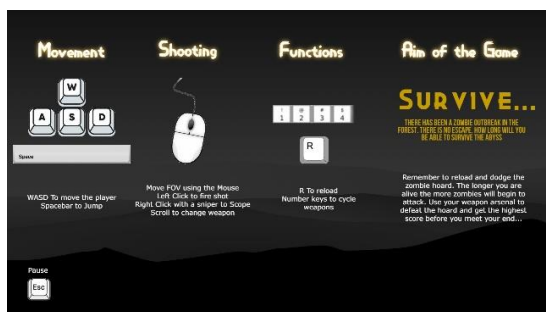
If you remain idle on the main menu, a demo video will play which demonstrates the gameplay.



Change your volume, full screen toggle and render settings from the main menu



The how to play screen provides the key user input to play the game



You can pause the game by pressing the ESC (Escape key on your keyboard). From here you can resume game, quit, or return to the main menu.



Player Input

Keyboard Input	Functionality
WASD	Player movement around the forest. W moving the player forward A moving the player left S moving the player backwards D moving the player right
Spacebar	Player Jump
Mouse	Move the mouse to look and aim
Left mouse button	Shoot
Right mouse button	Only for Sniper rifles – AIM
Scroll Wheel / “ 1 “ , “ 2 “ , “ 3 “ , “ 4 “	Cycle through weapons
ESC	Pause Game
R	Reload

Guns

Gun Name	Gun Damage	Gun Range	Gun Reload Time	Gun Clip size
Pistol	15 health points	40f	1 Second	10 bullets
Shotgun	50 health points	30f	3 Seconds	8 bullets
Rifle	30 health points	70f	2 Seconds	30 bullets
Sniper	100 health points	100f	5 Seconds	1 Bullet

Gun ammunition must be handled by the player. The clip size and current ammunition in the magazine can be seen above the player health bar and once the clip has 0 bullets, the player must reload.

Score

10 Points are given whenever a zombie is eliminated from the game.

Scores are held in the top left of the screen and as the game progresses more zombies will spawn, and more points are able to be gathered. Compete with yourself and friends to see who can get the highest score.

