

# User manual

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## Introduction

“*Hoppa Ellie*” is for the travelling gamer who desires a challenge during his/her daily commute. We offer several exciting stages to conquer with a variation of difficulty. You take Ellie, the role of an adventurer, ready to explore the lands and reach the end goal of traveling the lands and all the danger within them. The game is in the style of a classic 2D side controller fashion where the player travels along the landscape. The stage is completed by reaching the goal at the end of the stage.

## Guide

This guide will show you the main features of this game.

### Start menu

When the app start the first thing you will see is the main menu. Three buttons are displayed in the menu: *Start*, *Level Select* and *High Score*. By selecting *Start* you will be taken to the first level. If you want to choose a specific level then press *Level Select*. The start menu is shown in Figure 1.

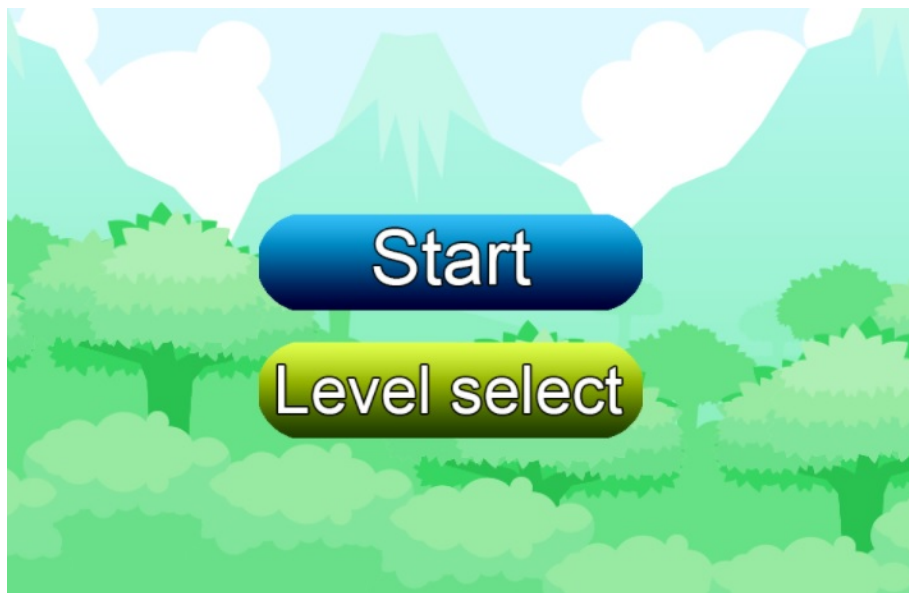


Figure 1: The start menu.

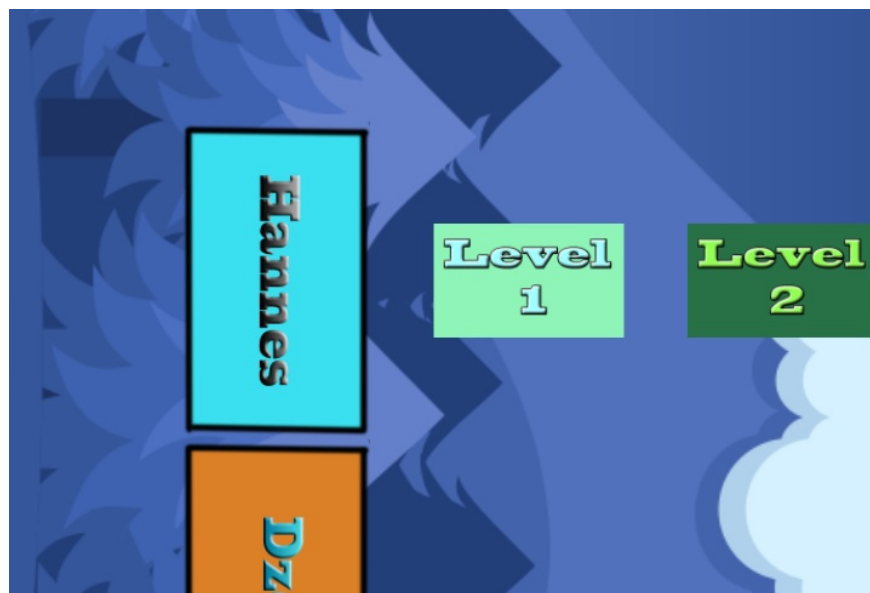
### Level select

When the *Level Select*-button is selected from the start menu a level select menu will be shown. Every group member has created their own set of levels. By swiping left or right you can choose which group members levels you want to see. This menu is shown in Figure 2.



*Figure 2: The level select menu.*

When a group members button is pressed the screen will rotate 90 degrees and the group members levels will be shown. You can scroll between the levels by swiping to left or right. In Figure 3 you can see how the screen looks.



*Figure 3: Hannes levels are shown.*

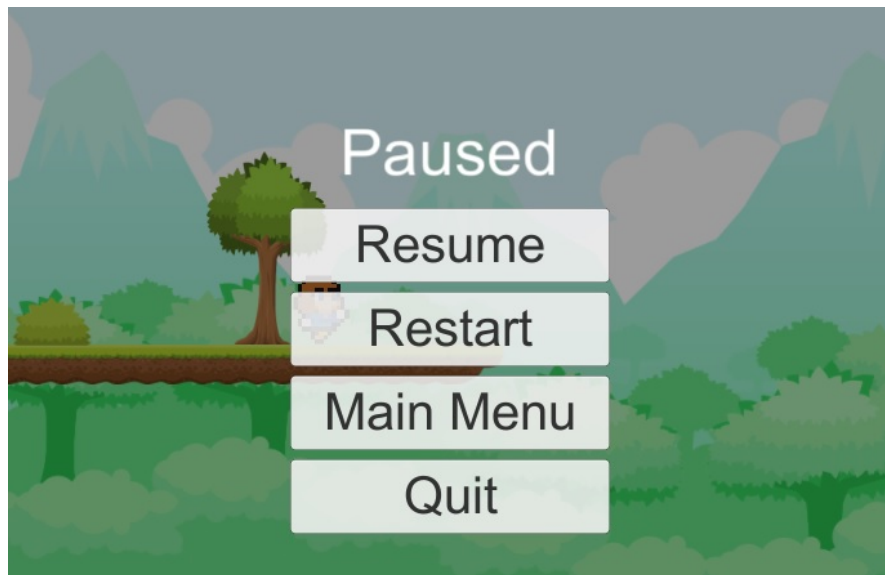
### **Player inputs**

Ellie, the adventurer, keeps running automatically after starting the game by choosing a level. There is no way to stop Ellie from running. The only way to interact with Ellie for now is either clicking the screen once which commits a jump or double clicking the screen to make a double jump, as shown in figure 4.



*Figure 4: The jumped adventurer*

By clicking the option button on Android device, the game going back to the level select menu. While pressing the return button on Android device, the pause menu pops up and freezes the game, the pause menu is shown in figure 5.



*Figure 5: The pause menu*

These buttons are self-explanatory. *Resume* to go back to the game, *Restart* to restart the current level, *Main Menu* redirects to the start menu, and *Quit* to exit the game.

When Ellie fails to jump to the next platform, she will fall down in a hole. Soon a menu will be shown that notifies the user that it is *Game over*. The Game Over menu is similar to the Pause menu, three buttons are shown *Restart*, *Main Menu* and *Quit*. The Game Over menu is shown in Figure 6.

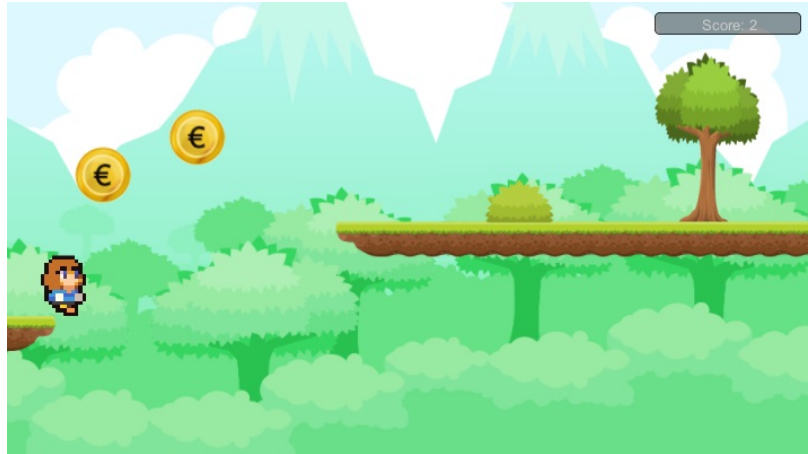


*Figure 6: The Game Over menu.*

## Game play

### Coins

The goal is to avoid to fall down in a hole and collect as much coins as possible. As soon as Ellie touches the coin, the coin will disappear and the score will be added by one. To help the user to keep track if the score, a score counter is shown on the top right. The coins and the coin counter is shown in Figure 7.



*Figure 7: The score is shown on the top right. Also two coins are shown in front of the adventurer.*