

Harnoor Sagar
Final Project User Manual
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ICS3U PM

JAILBREAK

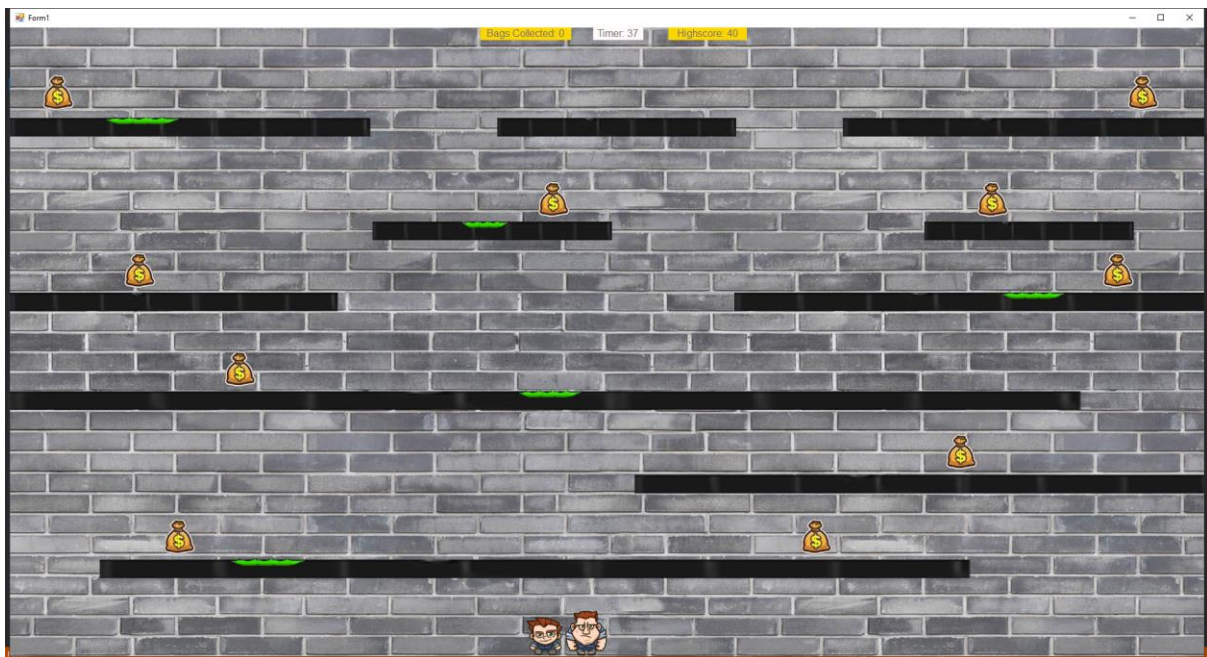
WHAT IS IT?

JailBreak is a game where two brothers have escaped from prison and are collecting money bags to survive.

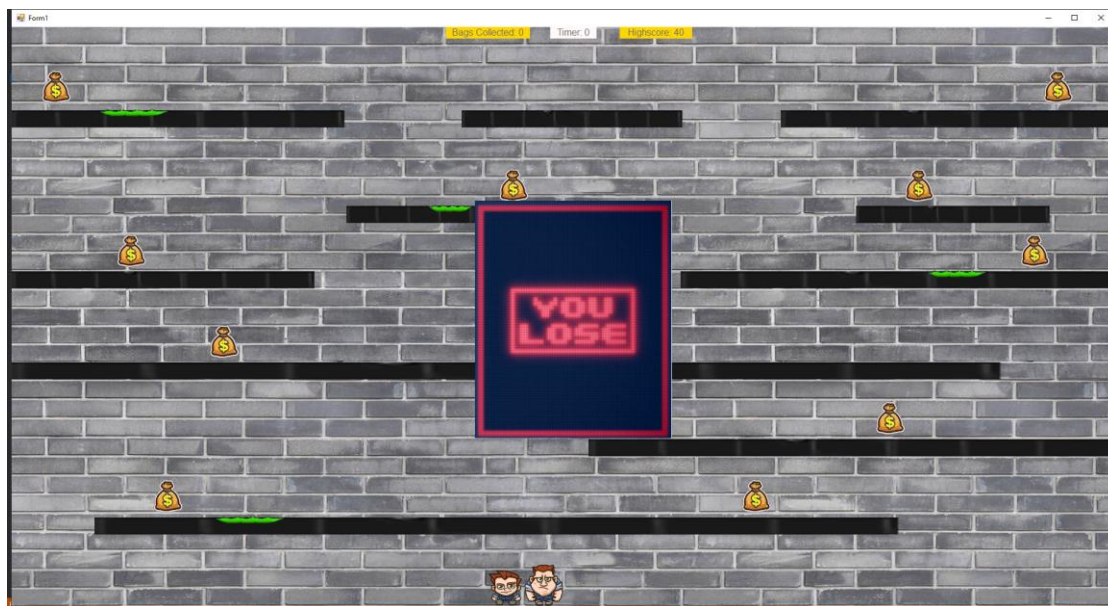
HOW TO PLAY

The JailBreak game is a two-player platform game where the brothers are working together to collect money bags. If they touch the green acid, they are teleported back to their starting positions. They have 45 seconds to collect all 10 coins, or they lose. If they collect all 10 coins before the time runs out, they win. Every time they complete the game in less time, the high score is updated to reflect the time they used.

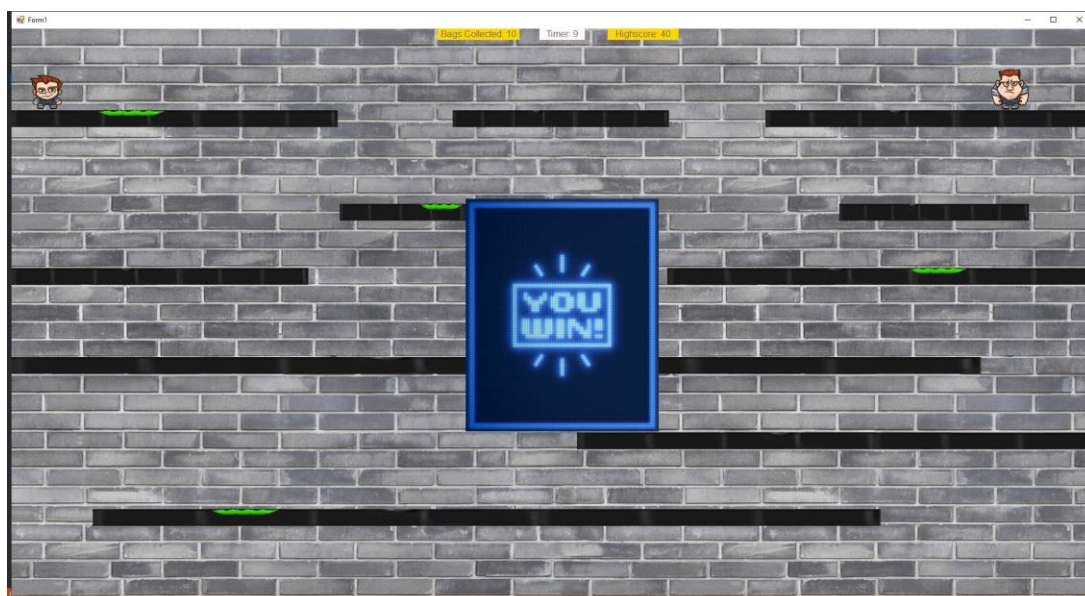
A GLIMPSE OF THE GAME



YOU LOSE SCREEN:









YOU WIN:



HIGHSCORE UPDATED:



HOW TO MOVE THE PLAYERS

<u>PLAYER</u>	<u>KEYS</u>
Lil Bro	   Jump, left, right
Big Bro	   Jump, Left, Right

ISSUES AND DO NOT DO'S

(Everything works as intended except...)

Getting Stuck on the Edges of the Platforms: While jumping from platform to platform, the player might sometimes get stuck on the edges. To solve this issue, just jump again or do a closer jump to avoid the issue completely.



Boosting from the side of the platform when flying: If the players clip the side of a platform, they get an extra boost in their jump sometimes.

Form Screen Size: The screen size has to be 1904 x 1001 in order for the game to function properly. The platform sizes mess up when the game opens on a screen smaller than the size above. The players also don't jump during the screen size issue.

