

Assignment 3: User Manual

How To Play:

- From the start menu:
 - press “Play” to enter the game in single player mode
 - press “Create Server” to make a server and enter the lobby
 - The server can start the game if they are alone in the lobby by pressing “Play”
 - press “Join Server” to join a server. Enter the server’s IP address (or lab machine name, if playing on the lab machines) to indicate the server and press enter to join the lobby
 - If the game has not been started, both the client(s) and server must press play before the game begins
 - If a game has been started, pressing play in the lobby will make the client enter the game

Controls:

Right click and drag the mouse to move the camera

WASD to move

Space to jump

Shift to sprint

Control to glide

Escape to open the pause menu

Q to shout “Great!” in squirrel

R to switch between A/D strafe and rotate

Objective:

Collect 20 acorns before the time runs out

Avoid traps (Hitting traps decrements the player’s acorn count)

In multiplayer mode, these objectives are cooperative, and multiple players can work together to reach an acorn count of 20.

New Features

- Multiplayer functionality: Multiple players can collect acorns in the same scene to increase their shared acorn count in this new cooperative mode. Clients who entered their name in the menu will have their name show up above their heads in the game.
- Lobby System: After the players press the “Create Server” or “Join Server” buttons, the lobby will show up listing the other players in the lobby. Every client and server in the same lobby must press the “play” button for the game to begin.
- Player changes: Clients can disconnect from the game at any time and their player will be removed from the game scene. Clients can join the game after it has already started by entering the server name in the menu and pressing “play” in the lobby, after which their player character will be added to the game at one of the preset player spawning locations.
- End Condition:
 - In single player mode, the player wins if they collect 20 acorns before the timer runs out. If the timer runs out, they lose.
 - In multiplayer, all the players work together to collect 20 acorns before the timer runs out. If the timer runs out, they all lose.
 - On the end screen, the player has the option to quit the game.
- Timer: To add a little more challenge to our game, we added a timer. In multiplayer mode, this timer is synced across all players.

Extra Credit Functionality:

- 3-4 Player Support: Our game supports 4 players

Previous Features

- Switch between wasd moving and ad rotating. This is done via a toggle on the Player's script variables
- Jumping and falling. Change Air control in Player's script variable to determine how much freedom the player has in midair
- Walk up small angles and slide down on steeper angles
- Glide across the air
- Custom movement: sprinting (with shift button)
- When moving (not sprinting), your walk stops near a ledge. Press W again to hang onto the ledge
- Jump towards a high ledge to grab on
- While ledge hanging, hit W or space to move up the ledge. Alternatively hit S to move down the ledge
- Control your movement speed by hitting Shift
- Gain acorns by collecting them. Lose acorns by walking over traps (with amazing particle effects). The amount of acorns you collected will appear on the top left of the screen
- Move your camera around the player. The camera will not phase through the environment
- Sound effects for interacting with both acorn and trap collectables, and q to make a sound effect at any time
- Click on the acorn on the top right of the screen to open the options menu. Interact with volume control slider for the background music
- End condition: Collect 20 acorns, and a "You Win" screen will pop up.
- Particle Effects: Run into a trap and an acorn particle will play
- Player Interfaces: Main menu appears on start, press escape or right acorn button to open the pause menu.