WilhanJomas Arcade 2000: Electric Boogaloo User Guide

The team must provide a User Guide with their program. The User Guide is to include all materials for the average user to be able to compile and operate your game/program with zero assistance from the team.

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The following are crucial steps to preparing the game:
1. If you already have Processing installed, skip this step. Otherwise, please visit https://processing.org/download/ and download the latest version of processing for your preferred operating system.
2. Once that is complete, open the file "WilhanJomasArcade.pde" in Processing.
3. Go to the toolbar at the top, and go to Processing>Preferences and check the box to increase available memory. In the corresponding text box, write 6000
4. Go to the toolbar at the top, and go to Sketch>Library>Add Library
5. This will bring up a new window where you should type "Minim" into the search field
6. Click on "Minim | an audio library" and click install at the bottom of the window
7. It should now be ready to run

I. Main Menu
- This is displaying the playable games. Use the arrow keys to navigate between selections and press Enter to select a game. Press Escape to exit the arcade at any time. This is true while playing games.

II. Light Cycle
    a) Gameplay and Controls:
       - A screen will automatically popped out as you immediately open the game. The user will control the light blue bike, competing against the computer (orange bike).
       - Use the arrow buttons to control the movement of your bike, the blue ray(Right arrow to go right, up arrow to go up, down arrow to go down, left arrow to go

left), and ONLY THE ARROW BUTTONS, DO NOT PRESS OTHER BUTTON as it will cause you 2 lives if you try to press other button while playing.
- After finish the game, click on the screen to return to the main menu.

b) Game Rules:
- Each player will be given 5 lives, as you enter the maze, you cannot escape from it except competing until either you or the computer die (O lives).
- When either the user or the computer hit the edge or the trace, one lives will be taken and the game will automatically restart.
- The user bike and the computer bike will leave traces as it goes around the maze. Do not touch the trace, as you will die in and attempt to do so. This also means that for example when your bike are heading right and you "accidentally" pressed left, it will go back and kill itself, as you just hit your own trace you just create, causing 2 lives. Do not try to go back to your trace.
- DO NOT TOUCH OTHER BUTTON while you play, as you were trapped in the maze, it will cause 2 lives.

c) Common strategy:
- Try to trap the computer bike in a narrow so it will crash itself.
- Or try to survive on the maze until the computer crashes.

III. WWII Shooter
a) Gameplay:
- There are unlimited bullets, a swarm of guards, and a store. Move the mouse over enemies and click to shoot them. One note, the gatling gun is not for sale in the store, as I ran out of time to implement it into the game.
b) Controls:
Left-Mouse Click = Fire Weapon
B = Open Store / Pause
R = Restart (Only applicable when dead)
M = Return to Main Menu (Only applicable when dead)

b) Game Rules:
- You have 10 lives, and you are trying to survive in a hallway as guards charge you. You lose lives when the guards run close enough to shoot you, but be careful, because the guards become stronger as the game continues.
- The goal is to survive all the waves.

IV. PongAdventure

a) Gameplay and Controls
   - User play against computer.
   - Use the mouse to select difficulty.
   - The player used the arrow UP and DOWN to move the paddle.
b) Game Rules
   - Move the paddle up and down, and attempt to hit the ball past the computer's paddle.
   - The winner is the first to get to 10 points.