

User Manual for Puzzle Dots Game

Team Llama Food

Draft 1

Overview

Puzzle Dots is browser game created by puzzle loving llamas for puzzle loving llamas (and humans). Using the information given by the game and progressively more advanced logic skills, the dots need to be rotated, blended, and moved to match the correct colored spaces on the board.

Platform

A web browser is all you need. Open the html file using preferably Firefox or Chrome. No internet connection is required if the game files are saved on the local machine.

How to Play

Click on a dot to select it and other dots in its color group. Move and rotate dots into their color-matched squares.

- **Left click** a dot to select a dot group or toggle between groups the clicked dot belongs to
- **W** moves selected dots in their arrow direction
- **A** rotates selected dots 90 degrees counter-clockwise
- **D** rotates selected dots 90 degrees clockwise
- **P** to return to Start Menu

Rules of the Game

At the start of the game, an arrangement of dots and colored board spaces are given. For each turn, you need to select a color of dots to move around.

Moving

Once clicked, all the highlighted dots of that color group move together and can turn left, right, or go forward. Each dot of the chosen primary color and derivative secondary colors makes the move. The colors are grouped as followed:

Blue Group: Blue/Green/Purple

Red Group: Red/Orange/Purple

Yellow Group: Yellow/Green/Orange

Collisions

Selected dots will not move if they would collide with each other.

Selected dots will move into and blend with the dots which aren't moving due to being outside the selected group.

Blending

Dots can blend into new colors.

Primary colors mix into secondary colors.

Blue + Red = Purple, Blue + Yellow = Green, Red + Yellow = Orange

Secondary colors mix into primary colors.

Green + Orange = Yellow, Green + Purple = Blue, Orange + Purple = Red

Blended dots have the direction of the dot which moved last.

Dots can also blend without creating new colors.

Opposing colors when mixed leave a blank space.

Blue + Orange, Red + Green, Yellow + Purple

Similar colors are absorbed by the mover.

Primary colors absorb secondary colors they're a part of.

Blue absorbs Green and Purple, Red absorbs Orange and Purple, Yellow absorbs Green and Orange

Secondary colors absorb primary colors that are part of them.

Green absorbs Blue and Yellow, Orange absorbs Red and Yellow, Purple absorbs Blue and Red

Winning

To win, all dots and goal spaces are paired by color at the same time.

How To's

How to Start/Restart a New Game

You can refresh the browser and click Start on the Menu Screen.

How to Select Levels

Click Levels on the Menu Screen. After completing a level, there will be an option to start the next level.

Quitting the Game

Exit the browser to quit the game.

Description of Supported Functionality

List of User Stories Completed

- As a product owner, I want a fully functional level, so I can begin testing the game on potential players.
- As a product owner, I want a solid idea of what can be included in the final release, so I can begin pitching the game.
- As a product owner, I want potential features demonstrated, so I can decide how to prioritize development.
- As a player I want the game to recognize I am a winner, so I can feel accomplished.
- As a player, I want a menu screen, so I can choose which level I want to play.
- As a developer or programmer, I want to have a flexible code structure so I understand what changes done that arise during collaborative development.
- As a player I want a progression of levels, so I can learn how to play and be challenged as I progress.
- As a product owner, I want the release to be thoroughly tested, so I know it won't crash on users.
- As a product owner, I want a credits and title screen, so the development team can let people know they made the game.
- As a player, I want the game to look and sound good, so I can enjoy it more.