

User Manual for Jetpack Runner

What is Jetpack Runner?

Jetpack Runner is an Endless runner game inspired by the very well known game from Halfbrick Studios called Jetpack Joyride. The goal of the game is to travel the longest distance possible while avoiding electric zappers. The character of the game has an air jetpack which allows him to fly. The game starts slow and easy but it gets progressively harder as the speed of the character increases. If a player successfully evades a zapper by manipulating the movement of the character, they get +1 to their score. If a player hits a zapper, they have no choice but to start again from the beginning.

How to play

The game was made on a machine with these specs:

- Ryzen 5 5600x
- 16 GB DDR4 2666 Mhz RAM
- RTX 3070
- Windows 10 x64 ver. 10.0.19041 Build 19041

The game was developed using this software:

- Microsoft Visual Studio Community 2019 ver. 16.10.4

For windows

The game is already compiled for windows. Just open folder with the compiled version of the game and double click the JepackRunner.exe and play. If this doesn't work for you, follow the guide for the other OSs below.

For other OSs

Open the source code for the game in Visual Studio -> Build -> Publish -> follow the instructions for your OS -> find the folder with the compiled game -> start the game -> play

Word of caution: Don't compile and run the game right in the Visual Studio, in my experience it is too laggy to play. Publish the game first and then run it.

How does it work?

There are two main ways to play the game. Using the space key on your keyboard or using your mouse button. You can even use them both at the same time, if you're brave enough. It's totally up to you what you choose to use.

If you want your character to go up and fly, just hold down the space/mouse. If you want the character to run on the ground or just to adjust the characters altitude, don't press anything and he will fall and after landing he will run on his own. It's that simple! If you keep pressing the space/mouse the character will fly as high as he can and after that he will be dragging his head on the ceiling. Not very pleasant, but sometimes necessary to avoid the zappers.

If you want your character to suffer a very horrible death by electrocuting him, just run or fly into a zapper. You will be shown your score and you can press space/mouse to revive him and try again.