

Short User's Manual

TP3 Sugar Rush – G05T05

- **Necessary actions to complete program running.**

1. Menu

- **Start:** When the game opens it's presented a screen with the name of the game, university identification (FEUP), students' identification, and a [button "START"](#).
- **Write username:** If you press the button start, you will then be presented with a screen to input your username. [Write your username](#), and then click on the [button "Next"](#) to proceed.
Note: If you don't input anything, your name will be considered "player".
- **Choose Difficulty:** After clicking in the mentioned button, you will be redirected to a page in which you can choose the game difficulty. There are 3 options: normal, medium, and hard. Select the one you prefer and proceed by pressing the [button "Next"](#).
- **Choose your car:** You are then presented with a candy shop with four vehicles parked: two cars (Cyan Car and Pink Car) parked on the left, and two trucks (Cyan Truck and Pink Truck) parked on the right. Select the car you want to play with and confirm by pressing the [button "Next"](#).
- **Choose opponent's car:** After confirming the car you want to play with, you are redirected to a different candy shop, with other four vehicles parked: two cars (Orange Car and Red Car) parked on the left, and two trucks (Orange Truck and Red Truck) parked on the right. Select the car with which you want to play against and confirm your option by pressing the [button "Next"](#). Remember that the trucks and the cars have different routes 😊.
- **Start the Game:** Finally, you are redirected to a page where you can see all the options you chose along with a button "START RACE". Press this button if you desire to start the race.

2. Game

Upon pressing the game start button, you are instantly redirected to the starting point of the track. The race commences as the traffic light transitions from red to yellow and finally to green.

Each race consists of three laps, and it is deemed concluded only when **both vehicles—the automatic and the player—successfully complete all three laps**. Throughout the race, you can acquire various **power-ups** that can enhance your performance, as well as encounter **obstacles** that may hinder your progress. **Power-ups are represented by candies, and obstacles are represented by veggies**. Both power-ups and obstacles will be explained further.

If you collide with the automatic vehicle during the race, your maximum velocity is reduced by 40%.

3. Final Screen

After both vehicles successfully complete the laps, you are directed to a final screen revealing the winner and loser. The bot is denoted by the name 'BOT,' while you are represented by the name you chose (or 'Player' if no input was provided). The screen also showcases the winner and loser's statistics, including the time taken to win and the name of the vehicle played.

The two cars played are also visually represented, with the winner highlighted through rotation. In the background, celebratory fireworks add a vibrant touch to the scene.

- **User instructions**

1. **Commands**

W and Up Key to accelerate and move ahead.

S and Down Key brake and move backwards.

A and Left Key to rotate the car to the left;

D and Right Key to rotate the to the right.

2. **Power-Ups**

CUT: This power-up opens a shortcut in the track, giving you a good advantage. Is represented by an orange gummy bear, as you can see in figure 1.

INCREASE VELOCITY: This power-up duplicates your maximum velocity. Is represented in figure 2.

DECREASE TIME: Decreases 5 seconds to the time you took on the race. Is represented in figure 3.

Trap: When you successfully catch the candy depicted in Figure 4, the game temporarily pauses, revealing an overhead view of the track. In this pause mode, you have the option to choose an obstacle from the left side of the candy shop displayed (figure 5) and strategically place it on the track.

To do this, simply click on the desired obstacle, select the position on the track where you want to position it, and then click the black button near the house to resume the game.



Figure 1



Figure 2

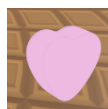


Figure 3

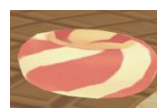


Figure 4



Figure 5

3. **Obstacle**

SLIPPERY: When you catch this obstacle, it starts to rain, and the rotation scale of your vehicle increases, making it more slippery. Is represented by a broccoli, as it's possible to see in figure 5.

DECREASE VELOCITY: This obstacle decreases your maximum velocity to half. Is represented by a lettuce, as it's possible to see in figure 6.

INCREASE TIME: Increases 5 seconds to the time you took on the race. Is represented by a potato, as it's possible to see in figure 7.

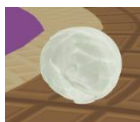


Figure 6

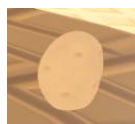


Figure 7

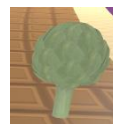


Figure 8