Just Force User’s manual

Game:

- The game’s controls can also be found in the game under options->tutorial

- W, A, S, D to move

- Left click to shoot

- R reloads

- Q and E switch weapons

- Holding left shift makes you sprint at the cost of stamina

- Skill icons are displayed in the upper left, under the health and stamina bars

- Hitting a number key (1, 2, or 3) activates the corresponding skill for a short period of time (represented by the icons turning green), after which skills go on a cooldown (represented by the icons all turning red)

- The skills are (from left to right):

1: Overcharge – max health is set to one and you deal double damage for the duration

2: Endurance – max health is doubled and you deal half damage for the duration

3: Perseverance – the player is invincible while sprinting but cannot shoot or reload

-Levels are completed by defeating every enemy on the map

-To advance to the next level, hit the ‘TAB’ key

-Once a level has been cleared, it can be selected from the level select menu

External Tool:

- Our tool is the map editor

- Fill in the text boxes in the lower right and click the create button to create a map

- Map Name: What is entered here is the filename of the .dat when you save the map

- Rows: Number of rows for placing textures and objects in the map

- Columns: Number of columns for placing textures and objects in the map

- TileWidth: Determines the width of each tile in pixels

-TileHeight: Determines the height of each tile in pixels

- There are two ways of placing textures and objects in the map:

- The pen tool is selected by default, and places the selected texture or object wherever you click on the map

- The fill tool is used by clicking in two locations, after which the selected texture or object fills in a square using the locations as the corners (to quickly fill in a blank map, use the fill tool and click the upper left and lower right corners of the map)

- You can switch between the tools by clicking their buttons

- Textures (don’t have collision) are located in the top box, objects (have collision) are located in the bottom box

- Placing a texture where there already is one will overwrite the existing texture

- The same is true for placing an object over an existing object

- The texture or object you have currently selected is displayed beneath the text boxes

- The rotate button the right of the selected texture allows you to rotate objects and textures

- The player spawn button allows you to pick where the player will spawn in the level

- The enemy spawn places normal enemies on the map, the riot enemy spawn places down stronger enemies that have more health

- The save map button saves the map as a .dat file in the Just-Force/shooter/shooter/content directory

- If the name of an already existing .dat is typed into the map name box, clicking load map will load that map into the editor so it can be edited further