

Official JumpIN Video Game Manual

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How do I launch JumpIN?

1. Locate "Game.zip" in the project's root folder and extract it to anywhere you want
2. Open a command prompt and change the directory to where you extracted "Game.zip"
3. Run `"java -jar game.jar"` to execute the runnable .jar file

How do I play?

- Click "Play Game" and type in the level of difficulty you want and click "OK". The difficulty corresponds to how many moves the generated level can be solved in.
- To move the Fox and Rabbit pieces, click anywhere on the hole(s) that they are inside of. The red outline indicates that you have the piece selected and the yellow glowing spaces indicate where the piece can move. Click on the yellow space where you want the piece to move to.
- Click the "Undo" button to cycle backwards through your history of moves and "Redo" to cycle forward.
- If you are stuck on a level, click "Find Solution" and enter in how many moves deep you want to solver to check in order to locate a move path to the solution. If a solution is found, click "Do Best Move" to get one step closer to winning or click "Show Solution" to display what moves need to be completed to win.

Save/load your game

- To **save** the current state of your game board, click the "Save Level" button in the "Level" menu above the board and navigate to where you wish to save the file, name it, and click "Save"
- To **load** an existing level file, click the "Load Level" button either in the main menu or in the "Level" menu and navigate to the location of an existing level file, select the file, and click "Open"

Level Builder

- To build your own JumpIN level, click the "Build Level" button in the main menu or the "Level Builder" button in the "Level" menu
- Click and drag the game pieces from the "Piece Picker" menu onto any available space on the board
- A JumpIN level can contain a maximum of 2 Foxes, 3 Rabbits, and 3 Mushrooms
- After building your level, you must validate before you can save it. Click the "Validate Level" button and enter in how many moves your level should take to solve. If the level passes the validation, click the "Save Level" button, name the level, and navigate to where you want it to be saved