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| SFWR ENG 3Gc3 |
| SphereQuest |
| Project Documentation |
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# Introduction

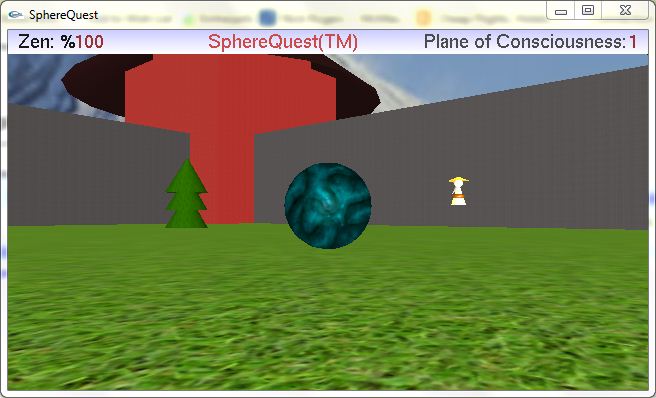
Welcome to SphereQuest! SphereQuest is a game designed to bring you inner peace by bringing you on a personal journey through your inner self. Find the wise men throughout the mazes and answer their riddles to ascend to a higher plane of consciousness!

# User Manual

HUD

Current Plane of Consciousness

Your Zen level



Obstacles

Wise man

Sphere (you!)

## Objective

The objective of SphereQuest is to reach the sixth Plane of Consciousness, where your spiritual journey is self-realization will come to an end. Before you can ascend to the next Plane, you must locate the wise man and successfully answer his riddle.

## Movement

To navigate the sphere through each Plane, simply press the arrow keys on your keyboard. The sphere will glide in the direction of the arrow key currently pressed.

The sphere is not allowed to simply move where it pleases. Throughout the maze, you will find obstacle which you cannot pass though – walls, trees, and temples. You may not move through wise men either, but it is easy enough to move around them.

## Riddles

Once you have successfully located a wise man, approach him to be asked a riddle, along with a choice of three answers. Search your soul and think carefully about the answer. Once you have made your decision, press the function key that corresponds to your chosen answer – each answer is labelled with the key to press.

If you have chosen the correct answer, the sphere will move to the next Plane of Consciousness. This can be confirmed by reading the Plane of Consciousness indicator in the top-right corner of the HUD (heads up display).

If you have chosen an incorrect answer, you will lose a portion of your Zen. You may monitor your Zen level by reading the Zen meter in the top-left corner of the HUD. Approach the wise man again for another opportunity to answer his riddle.

## Winning and Losing

Winning SphereQuest occurs when you have successfully reached the sixth Plane of Consciousness before your Zen reaches zero.

Losing SphereQuest occurs when you have answered too many riddles incorrectly, causing your Zen to reach zero. If this happens, you will be presented with the option to try again. If you decide to try again, you will appear back on the first Plane of Consciousness, ready to retry your spiritual journey.

## Saving and Loading

If you need to take a break from your journey, you may save your current progress. Right-click anywhere within the game window to be presented with the Save/Load Menu. Choose a slot to save in and a save file will be created for you. To load a game you’ve saved, right-click again and choose the slot to load in which you saved your game. When saving a game, take care to not save over another journey, as it is not possible to recover a saved-over file.

## Cheats and Developers’ Shortcuts

Several shortcuts were implemented to aid in the development of SphereQuest, and can be used as cheats if desired.

To display grid lines, press the J key. Press it again to remove the grid lines.

To skip the current Plane of Consciousness, press F4. To automatically win, press F5. Pressing F6 will cause you to automatically lose.

# Code Documentation

Please make sure to browse through the code as there are many comments documenting the purpose of individual code chunks.