**Fruit Ninja User Guide**

**General Game Instructions:**

**For starters , the user would have to choose whether to start a new game or continue the game he previously left unfinished (in case he/she has played the game before).**

**The user will afterwards be met by a window including two game modes, Classic and Arcade to choose between them.**

**During the game, there would be a pause button at the top center of the screen to give the user three options, whether to return back to the home screen, restart or resume the game.**

**The main aim of the game is to beat your own high score in either Classic or Arcade mode. As the user plays the game for the first time, best score would be 0 and keep increasing alongside the current score. However, the next time the user plays the game, the best score shown to the user would be that of the previous game, it will be constant throughout the whole game unless the user exceeds it.**

**Regarding the game's difficulties, the user will witness a change in the game's difficulty every time his/her score increases by 50. The change in difficulties will be observed by seeing how fruits and bombs pop on screen more often and with greater velocity.**

**Regular Game Fruits:**

**The following fruits increase the user's score by 1 point when sliced.**

**1) Apple**

**2) Watermelon**

**3) Lemon**

**4) Orange**

**5) Strawberry**

**Special Game Fruits:**

**The two following fruits increase the user's score by additional points when sliced in comparison to the regular fruits.**

**1) Pineapple 🡪 10 points**

**2) Coconut 🡪5 points**

**Game Bombs:**

**1) Dangerous Bomb deducts 1 life when sliced in Classic mode.**

**2) Fatal Bomb ends the game when sliced in Classic mode.**

**3) Purple Bomb deducts 10 points from the user's score when sliced in Arcade mode.**

**Classic Mode Instructions:**

**In Classic mode, the user has 3 lives that are lost by either slicing a dangerous bomb or missing a fruit without slicing it, each deducts one life. However, fatal bombs end the game immediately whenever they're sliced even if there are lives remaining.**

**There is no specific time limit for playing in Classic mode, the timer is only shown to the user to know for how long he/she has been playing.**

**Arcade Mode Instructions:**

**In Arcade mode, the user would be given exactly 60 seconds to play and the game ends afterwards.**

**The only bomb in Arcade mode is the purple bomb which only deducts 10 points of whatever score you've reached but doesn't end the game or deduct from the user's lives because there are no lives in Arcade mode in the first place so missing a fruit without slicing it would just deprive the user from gaining its points but won't affect the game's flow.**