JUMP N JAM MANUAL

**INTRODUCTION**

Welcome to my custom-made Processing game created with Java coding language!

This game is called JUMP N JAM featuring a jamming block that jumps to the music. There is no established storyline of why this block likes to jump and jam but you can create one with your imagination if you would like. This game is heavily inspired by Geometry Dash, Just Shapes and Beats, and the dinosaur google chrome game.

**How to start the game**

1. First download and install the processing software located in this link: <https://processing.org/download> .

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Choose the appropriate operating system depending on what you have on your device.

1. Download the zip file in the github repository: <https://github.com/Karltheram/JumpNJam>.
2. Open processing and click file and then open to navigate the zip file to open JumpnJam.pde.

Graphical user interface, text, application

Description automatically generated

1. Graphical user interface, text, application, email

   Description automatically generatedAt the top of processing, click Tools and go to the library tab. In the search bar, type sound and install the sound library from the Processing foundation.
2. Do the step 4 again but instead the video library from the processing foundation.
3. When the video and sound libraries are installed, the game can now be played.
4. Click the run button on the top left to start the game.

**How to play the game and the controls of the game**

The controls of the game are mouse clicking and keyboard keys.

At the starting screen, the player can only use the mouse to click the Easy Mode, Hard mode, and Quit buttons. When the player clicks the quit button, it will exit the program.

After clicking the Easy mode and Hard mode buttons, the game now starts. The player can use the mouse to click the stop button on the top left. This results in stopping the game and showing the score page. In this page it shows the controls on resetting the game, returning to the home screen, and exiting the game. The player will have to press the r key to reset the game. The b key to return to the home page. Lastly, the x key to exit the program.

Now to the gameplay, the only controls here are to press the spacebar key to make the block jump.

References and Credits

A lot of assets and music used were not created by me so I will be listing them here.

Home screen video: <https://www.videezy.com/backgrounds/41203-retro-sci-fi-background>

Easy mode video: <https://www.videezy.com/abstract/39599-retro-sci-fi-background>

Hard mode video: <https://www.videezy.com/backgrounds/41198-retro-sci-fi-background>

Home screen music: <https://freemusicarchive.org/music/audiorezout/i-reflect-1/space-dubstep-1/>

Easy mode music: <https://freemusicarchive.org/music/Decktonic/Stars/Decktonic_-_Stars_-_10_Stars/>

Hard mode music: Pink Bloom by DavidKBD

<https://www.youtube.com/watch?v=muh4zDXrsQA&t=104s>

Death sound:

Videogame Death Sound

By Fupicat <https://pixabay.com/sound-effects/search/death/>

Troubleshooting:

I recommended when starting the game to wait for a couple of seconds to have the files ready. There seems to be consistent lag if the player clicks the buttons immediately on start up.