Computer Graphics Project 5 – A (Tiny) Amusement Park

Project name: Graphics Rush

User Manual

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Story:

As a new student taking the Computer Graphics class, you must complete five projects to graduate! Project 2 is where most students left, try to beat the boss that is Maze! Project 5 is the final boss, finish that and you will be rewarded with a piece of pizza (and fireworks)!

After finishing all the projects, you can go back and take a look at all the projects you’ve completed… (forever until you die…). Don’t forget the side project Reversi, which may be completed between any projects.

Gameplay:

Run to dodge obstacles and collect money to reach a new high score!

Controls:

－LOBBY－

Shop – click on bottom-left shop icon

Power-ups – click on bottom-right icons to register use (must buy from shop first)

Game – click on middle door to start game

－SHOP－

Buy – click on power-ups to buy

Return – click on middle-right arrow to return to main screen

－GAME－

A – move left

D – move right

W – jump

Backspace – return to main screen

Screen – click on screen to use ver2, ver3 or return to main screen after collision

Power-ups:

Thigh – provides immunity from one collision

Ver2 – brings you back to the start of current map upon first collision

Ver3 – brings you back to the start of current map upon collision

Shader – score x2 multiplier

Cuda – money x2 multiplier

Checkpoints – brings you to the specific projects as if you’ve beaten the previous ones

(CP1 acts as if you’ve beaten all five projects)

Bosses:

Mini (project 2) – creates rows of obstacles

Main (project 5) – controls a round reflective attacker

Extra (Reversi) – map ends only when boss’ health is depleted from ten to zero, boss will

launch walls of obstacle reversi pieces at you, jump through a hole where

black pieces would be between you and a white piece to launch them back at the boss