# User Manual

## Link to public Github Repo:

https://github.com/LsEpic/GPG214.1

## Installation Instructions

1. Download this Unity Package.
2. Open a Unity Project.
3. Right click in the assets folder and import the custom package.
4. Navigate to the download location, select and open it.
5. Click the import button.

## Quick Start

1. After loading the package select the 'Start' scene from the 2D gamekit folder
2. At the top of unityeditor press Assets>BuildAssetBundles
3. This will build a hazards asset bundle inside the streaming assets folder
4. Press play and the game will begin as it did originally
5. To load new assets use the following key binds
   a. New Music - Press **M**
   b. New Key sprite (When in Zone with a key) - Press **V**
      i. If key "directory doesn't exist" debug log shows
      ii. Reset the Key Sprite Loader script component attached to key object
      iii. Drag the key object into SpriteRender section of the Key Sprite Loader script
      iv. Also ensure Key Animator component is turned OFF
   c. Load Spikes hazard from Asset Bundle - Press **L**
6. To save player progress of their position, Shots fired and Distance travelled simply Press **B** to save the Data.
7. To load the data and return to the last position Press **N**, the data will be shown in Debug Console.