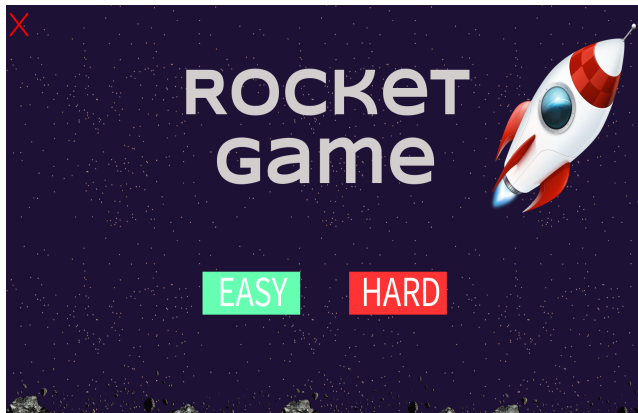


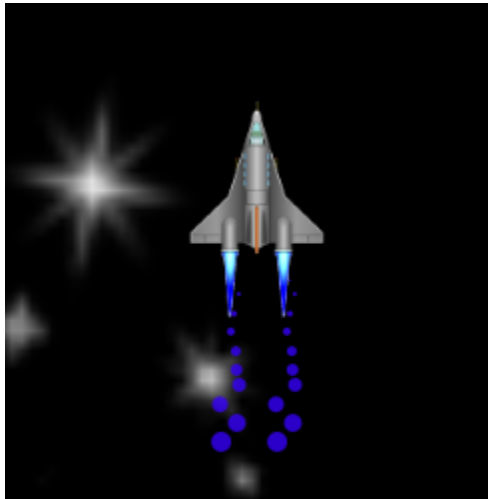
Liam Cohen  
Brandon Stephens  
Lucas Baraya  
Jared Anthofer

# Rocket Game Instruction Manual



## Menu

Welcome to the game! This is the starting screen all players are presented with upon starting the game. There is an “X” button in the top left corner that allows you to close out of the game. In addition, there are two different difficulty modifiers that players can select, ranging between Easy and Hard.



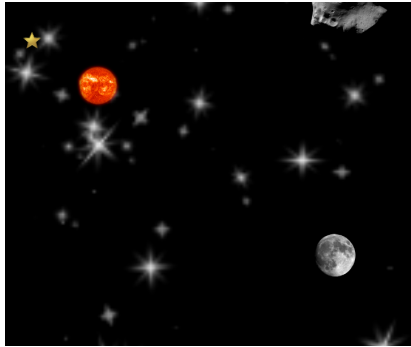
## The Rocket

In Rocket Game, the player is tasked with navigating a dangerous deep space with a new prototype rocket equipped with two strong jet thrusters. The rocket moves using keyboard controls (WASD) and can move upwards (W), downwards (S), left (A), and right (D) freely.



## Meteor Obstacles

In the game, there are basic obstacles that the player will encounter and have to avoid. For example if the player were to collide with a meteor, it will cause points to be taken off of the player’s HP. Be careful, run into too many obstacles, and it’s game over!



### **Planet Obstacles**

The moon and sun obstacles that move side to side on the screen. These obstacles move pretty fast and spawn in waves after every meteor shower event! Make sure to stay away from the sides otherwise these may hit you by surprise!



### **Consumables**

Something that players should look out for are the various consumables sporadically placed throughout the game. These consumables have the shape of a star and reward the player with bonus points when they are collected.



### **Restoring Health**

The gas icon indicates a health pack which can be picked up to instantly regain 20 life. On hard mode, these spawn less frequently and only restore 15 life.