

# User Manual

This manual refers to the final build before submission of the code (Minigolf Madness v1.0.0.0). When the game is launched, the user is greeted with the home page, where there are three buttons: *Play*, *Shop*, and *Quit*.

*Play* brings the user to the level selection page, where on a button press the game will start at the selected level.

In the Tutorial level, some functions are disabled and popups prompt the user to do certain actions to learn how the game works. By the last hole the user has full control, as defined in the below table. Once a level is finished, the user will be automatically brought back to the main menu.

In the Woods level, the user has full control. This includes the Skip hole button (underneath the Home button), however this will cost the same amount in coins as the current hole number. Coins are gained by running into them, and more are available at later holes. The coins are only respawned every time the level is loaded, and can also be spent in the Shop. Once the ball is put, the player is shown their golf score in relation to the Par amount. Each level has a total Par of about 100. The difficulty is progressively increased, with each following hole becoming either more challenging or making coin collection harder. If a player falls off the course onto the ground, they will be respawned at the beginning of the hole, but the *Stroke* counter will not reset. Similarly, collected coins won't respawn.

Back at the main menu, the Shop button brings the user to the coin shop, where the collected coins can be used to unlock three types of items: Colours, Hats, and Trails. Purchased items can be Previewed directly in the shop, underneath the current coin amount displayed.

Colour refers to the colour of the ball itself, there is a range of 10 different colours to choose from.

Trail is a string of colour that comes out of the ball as it moves, temporarily tracing its path. It also has 10 different colours.

Hats are models that can be spawned on the player and like the other items are purely cosmetic. There's a variety of different hats to choose from, which have been designed so that there is a hat that could represent each individual in some way.

Items are currently priced at a constant price of 10 coins, but this is likely to change in future updates, giving Hats a higher price, and to better reflect the value of coins. The initial amount of 100 coins is also for testing purposes and will be removed in the final release.

To purchase an item, the player has to select the item and click the appropriate *Buy* button which displays the price of the selected item. If the item is already owned, it displays no *Locked* overlay and the *Buy* button becomes an *Equip* button.

Throughout the game progress is saved automatically each time an item is purchased or once a level is exited. The currently selected items and coin balance are loaded when the game is relaunched.

The user can leave the game using the *Exit* button on the home page.

<i>Input Device</i>	<i>Control: move forwards</i>	<i>Control: turn direction</i>
Mouse	Left click	Right click
Keyboard	Up arrow	Right arrow
Fizzyo device	Breath	Button press

Table 1: Game Controls per Input type for Minigolf Madness