**Game Play Instructions**

* Describe basic play (Quick Start)

To start the game, press “New Game”. This will open the level select menu. Here, select a map to load. Once a map is selected, click the “Next” button in the top right corner of the screen. This will move you to the character select menu. Here, select a character. Once a character is selected, the “Start Game” button will appear in the top right corner of the screen. Once clicked, the game will start. (NOTE: The “Back” button in the top left corner of the screen can be pressed at any time on the level and character select menus to return to the previous screen)

In game, the player can maneuver using the W, A, and D keys. Players jump with W and run left and right with A and D, respectively. The Pause Menu (with buttons to return to the main menu, view the controls screen, and exit the application) can be accessed by pressing the Escape button. Should the player return to the main menu, a “Resume Game” button will appear, which will return the player to the game (which will be paused) exactly where they left it. When on the Pause Menu, players can return to the game by pressing Escape again.

The main menu also has a “Credits” button, which accesses the credits screen.

* Describe how to find in-game help *(screen shots may be useful here)*

Help can be found by pressing the “Controls” button – this can be found on the main menu, and on the in-game pause menu, which can be accessed by pressing escape.

Remember, the judge may not have as much time as your targeted user – give suggestions & hints so the judge can see your game’s best features.