

User Manual

for

Malakai's Nine Lives

Introduction

This user manual provides comprehensive instructions on how to use and install Malakai's Nine Lives, a 2D RPG platformer developed using Unity. Players can access the WebGL build of the game by visiting <https://play.unity.com/mg/other/tryagain-3>. However, it is important to note that for optimal performance, it is recommended to download and install the game as VSync is disabled in the downloadable version.

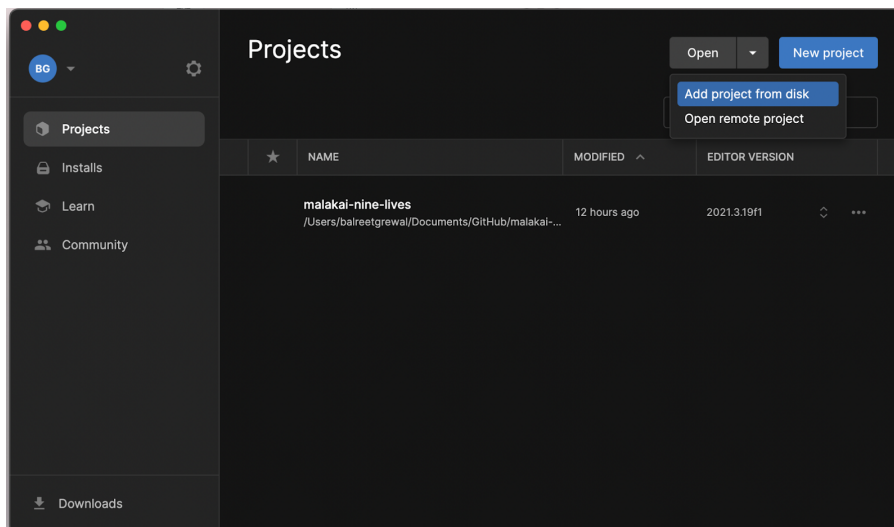
How to Use

Setup

Install Unity and Unity Hub. Follow the instructions on the [official guide](https://learn.unity.com/tutorial/install-the-unity-hub-and-editor#) (<https://learn.unity.com/tutorial/install-the-unity-hub-and-editor#>). When choosing a Unity Editor version, choose version “2021.3.19f1”

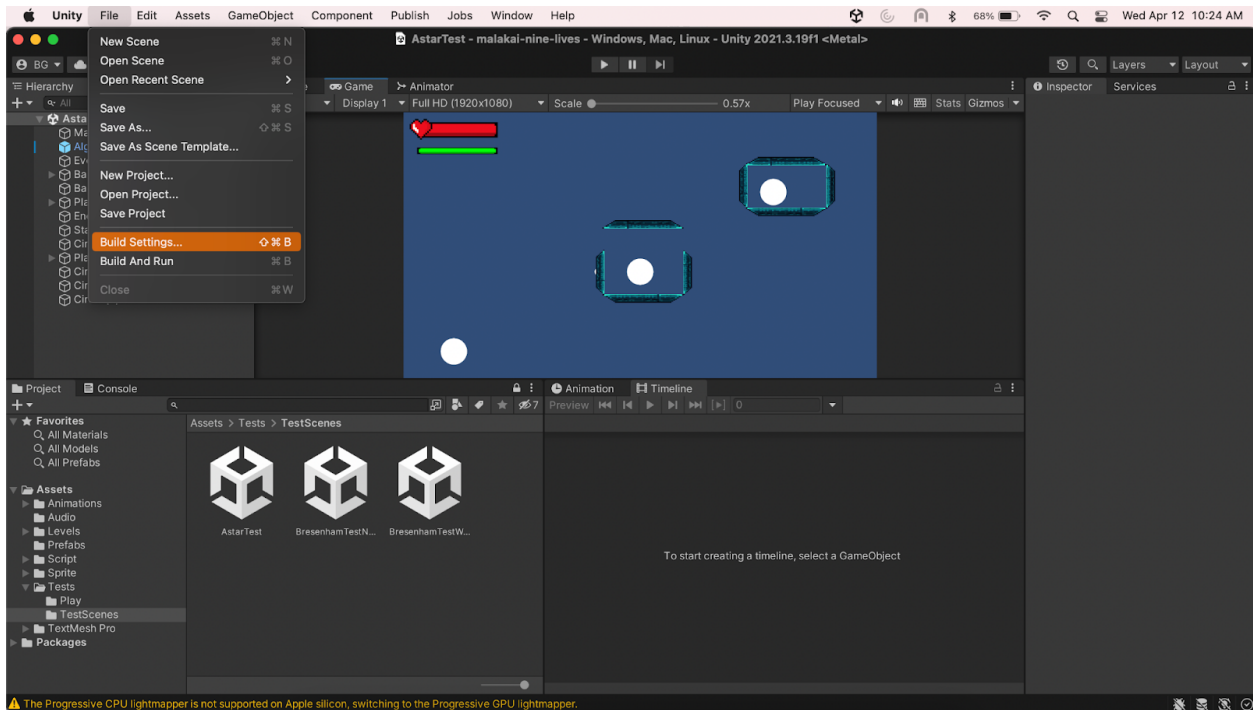
Download the project from GitHub to a local folder.

Open Unity Hub. Under project select ‘Open’ followed by ‘Select project from disk’, and select the folder containing the data for the game.

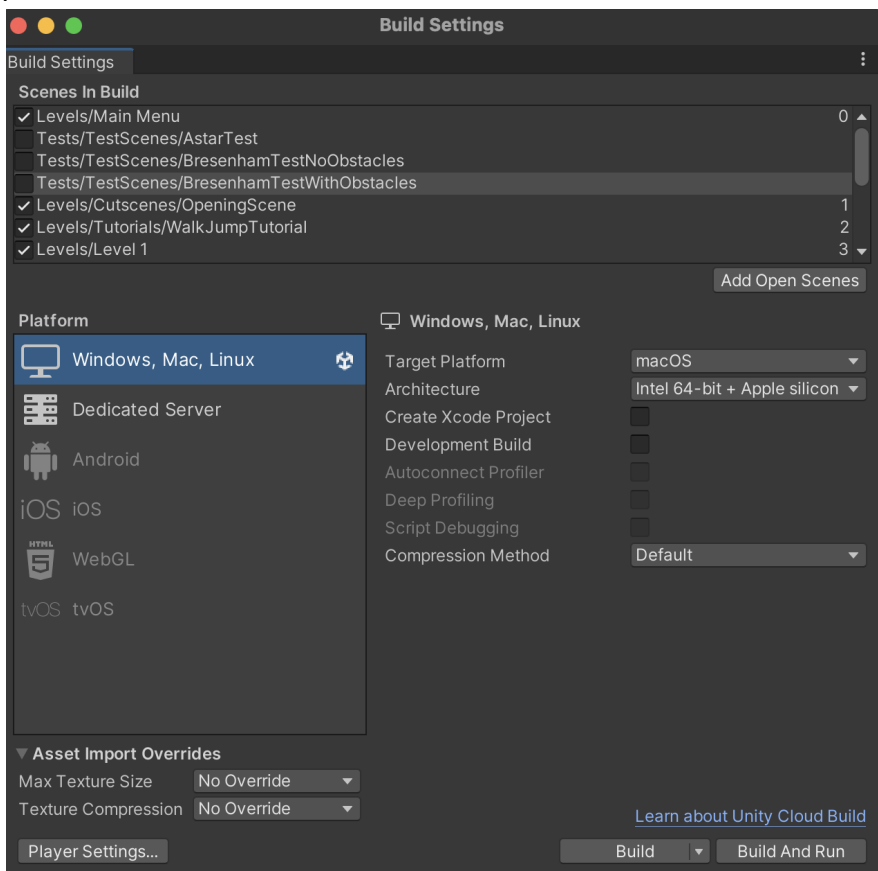


Once it has been added to your project. Click to run the project (Ensure that the editor version is “2021.3.19f1”).

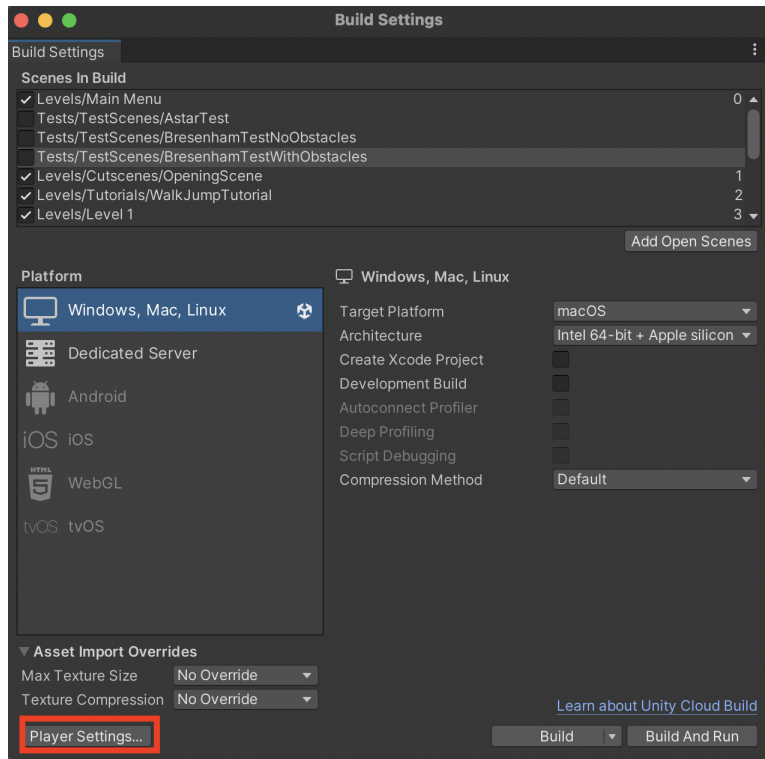
Once Unity has opened, navigate to File>Build Settings



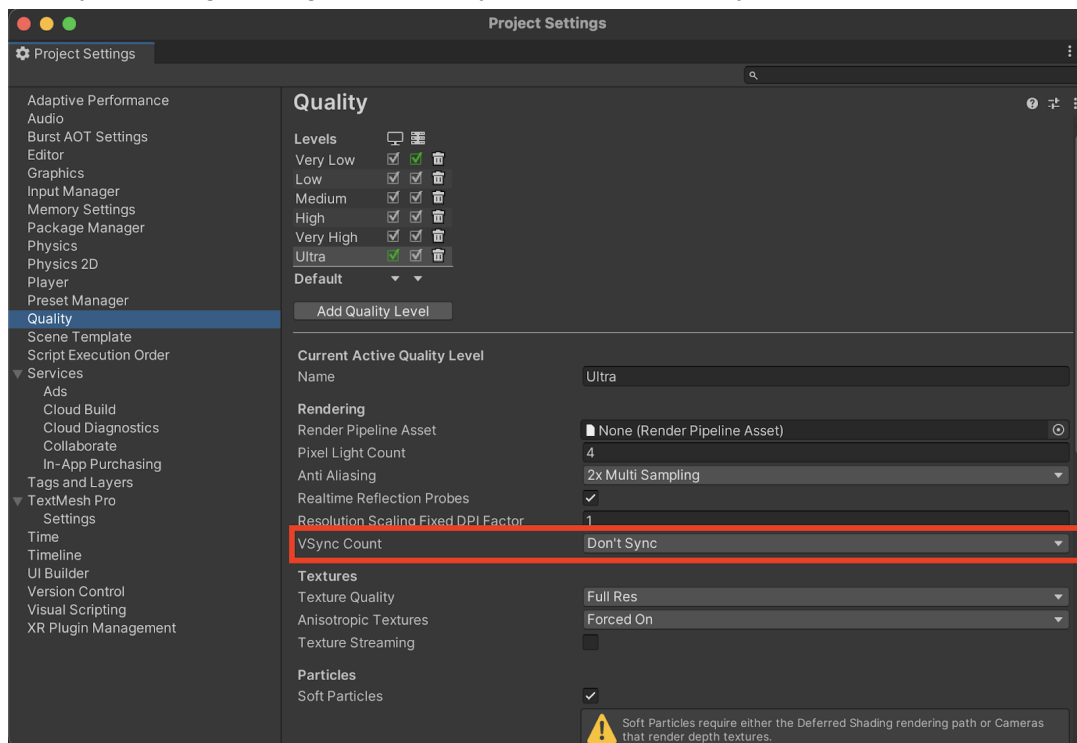
Open the Build Settings. Ensure that only the three test scenes are disabled, as shown in the picture below.



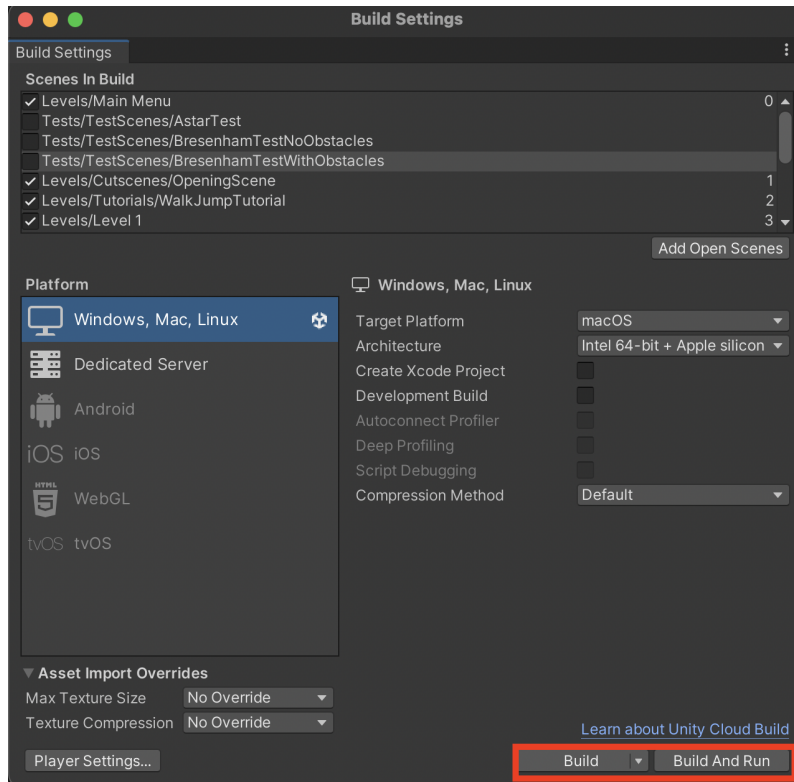
Before building, check player settings for a disabled Vsync. Click the 'Player Settings' button on the bottom right screen.



In Player Settings, navigate to Quality section and for Vsync Count ensure it is 'Don't Count'



Back in the build settings, run Build



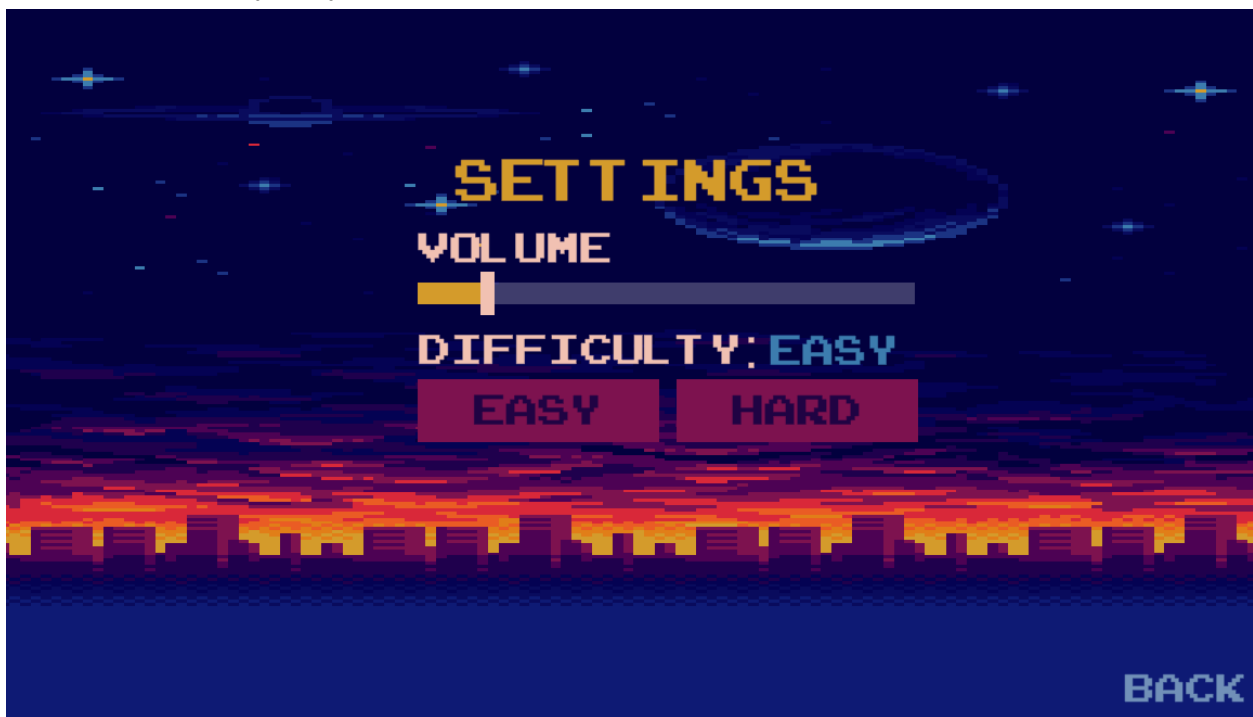
Save the build and let it run. Now you should be able to play the game.

Gameplay Instructions

The game starts on the main menu, from which you can adjust the game settings, start the game, or quit the game.



Within game settings you can set the volume, and the mode of the game can be set to either easy or hard. In easy mode, the player gets a reset to max health at the start of each new level and only gets set back to the start of the current level if they are killed. In hard mode, the player maintains the same health bar throughout the entirety of the game and is set all the way back to the beginning of the game if they are killed. For example, if they are dealt a damage of 10 points in the first level, they carry this depleted health bar to level 2 and onwards.



The game starts off with a cutscene that introduces the story of the game, and then a playable tutorial that goes through controls. At any point in the gameplay, the player can pause the game with the pause button in the upper right hand corner of the screen.



Where they can set the volume, and refer to a guide on the controls of the game.

