**Hungry Shark’s User Guide**

**Team Shake Shark**

December 1, 2019

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# Contents

Contents 2

1 Introduction 3

2 Quick Start Guide 3

3 System Requirements 5

4 Main Scenarios of Use 5

5 Test Suite 6

# Introduction

Hungry Shark is a 2D casual game which is written in Python 3. During the game process, user can freely move the shark to dodge marine debris. In order to get into next game level, user also needs to control the shark to eat enough food. This document will provide instructions for how to play the game.

# Quick Start Guide

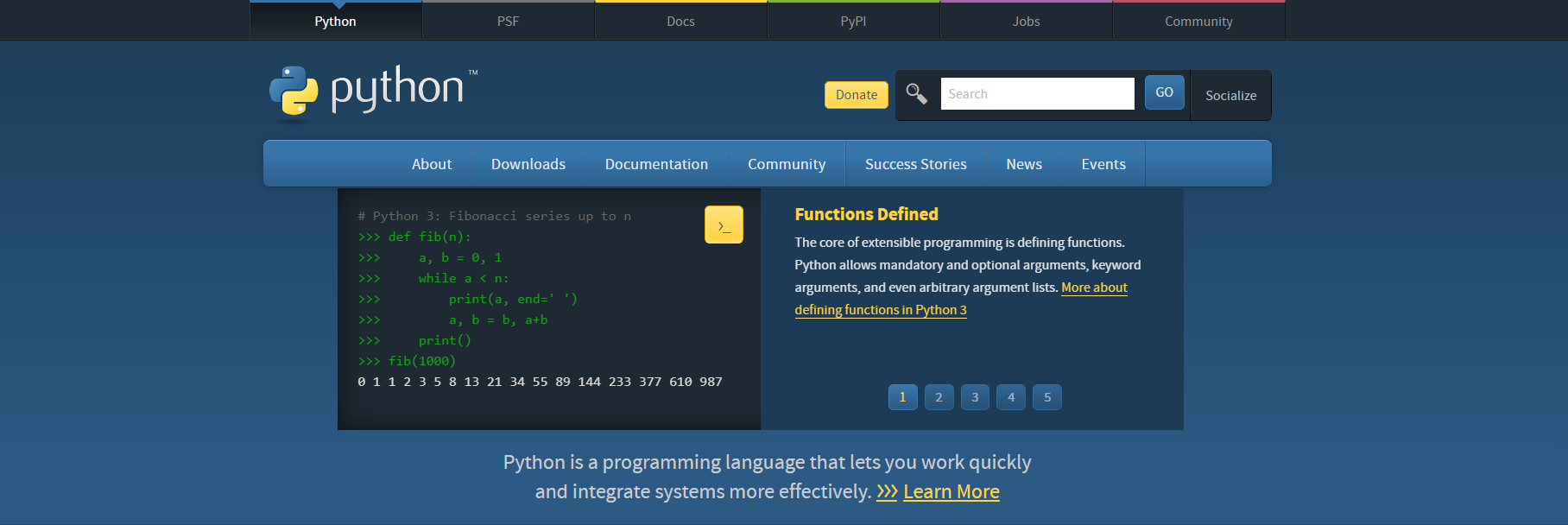
1. Download Python 3.6.1 or the greater version on your computer.

For Windows Users: <https://www.python.org/ftp/python/3.8.0/python-3.8.0.exe>

For Linux/ UNIX Users: <https://www.python.org/downloads/release/python-380/>

For Mac OS X Users: <https://www.python.org/downloads/release/python-380/>

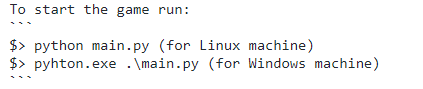
For Other Platforms Users: <https://www.python.org/download/other/>



1. Install Pygame on your computer. The best way to install Pygame is with the pip tool.

python3 -m pip install -U pygame --user

1. Run the main.py file to start game



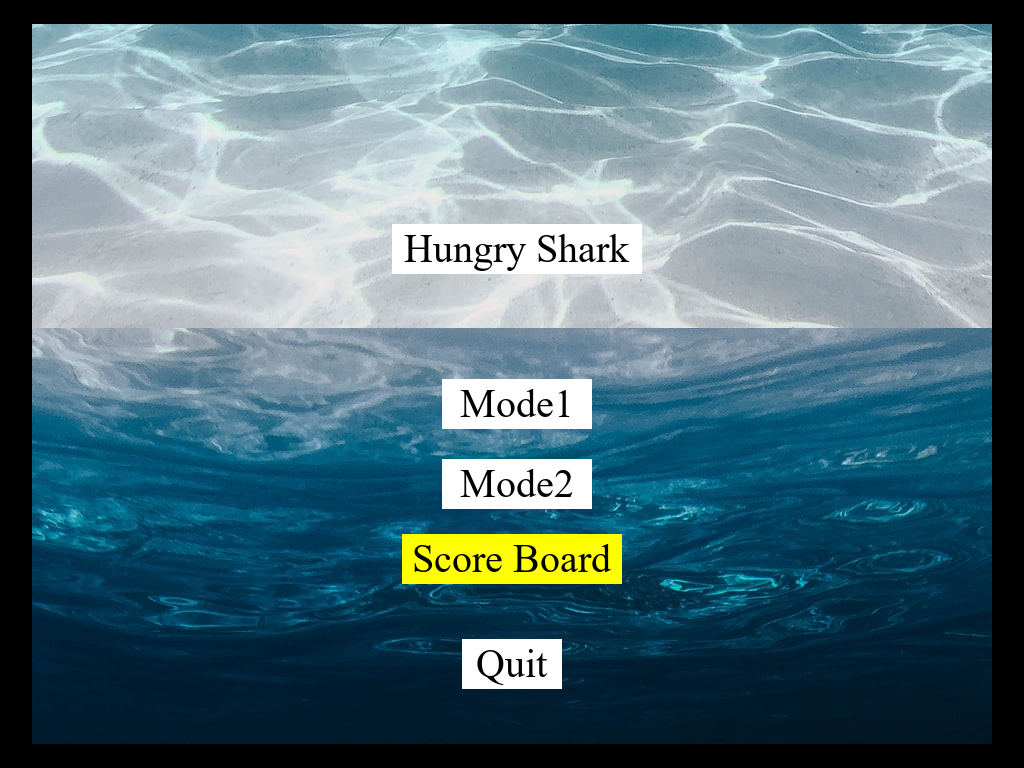
# System Requirements

Users are required to install python 3.6.1 or the greater version and Pygame to run Hungry Shark on Windows, Linux or MacOS X. For downloading python 3 and Pygame, refer to the Quick Start Guide (2.1 & 2.2) for more instructions on installation.

# Main Scenarios of Use

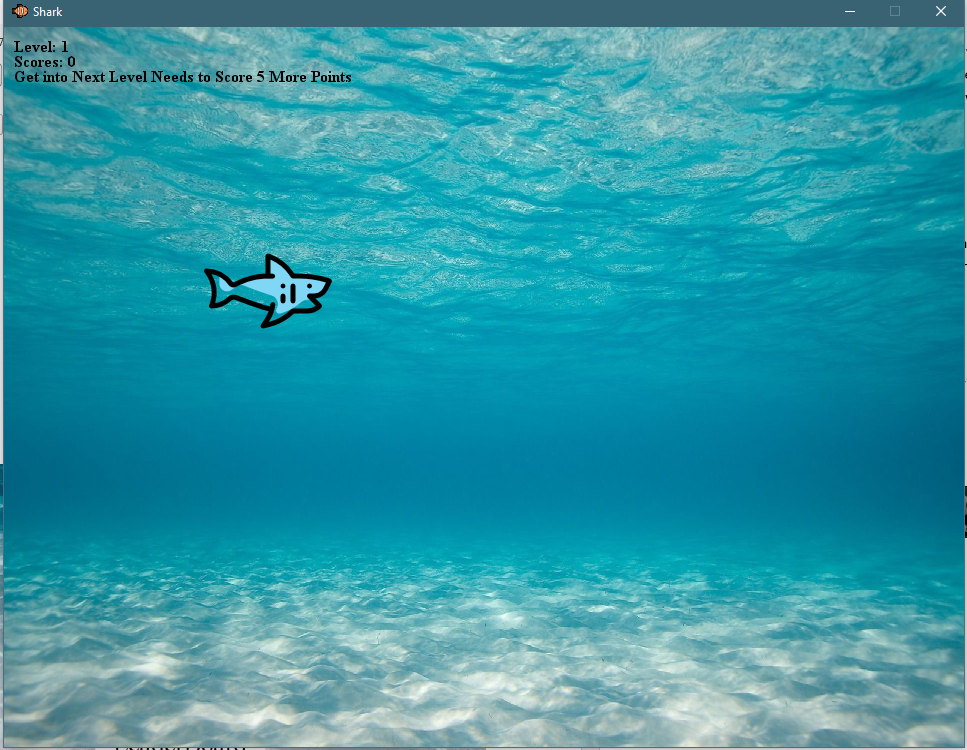
## Gameplay

1. After getting into main interface, there are four buttons, which are “Mode 1” button, “Mode 2” button, Quit button and Score board button, on menu. The next few instructions will show the functionality of each button.



1. Mode 1 Button& Gameplay

Tap the “Mode 1 button, the game will begin. The movement of shark is controlled by keyboard. By clicking ‘A’ to move left, clicking ‘D’ to move right, clicking ‘W’ to move upward, clicking ‘S’ to move downward. Last but not least, click ‘P’ to make your shark freeze. After scoring enough points, game will get into the next level. There is random special mode show up as game progressing.



Use following images to find out which can score points which will lead shark to death:

**Food**:



**Obstacle:**



1. Quit button

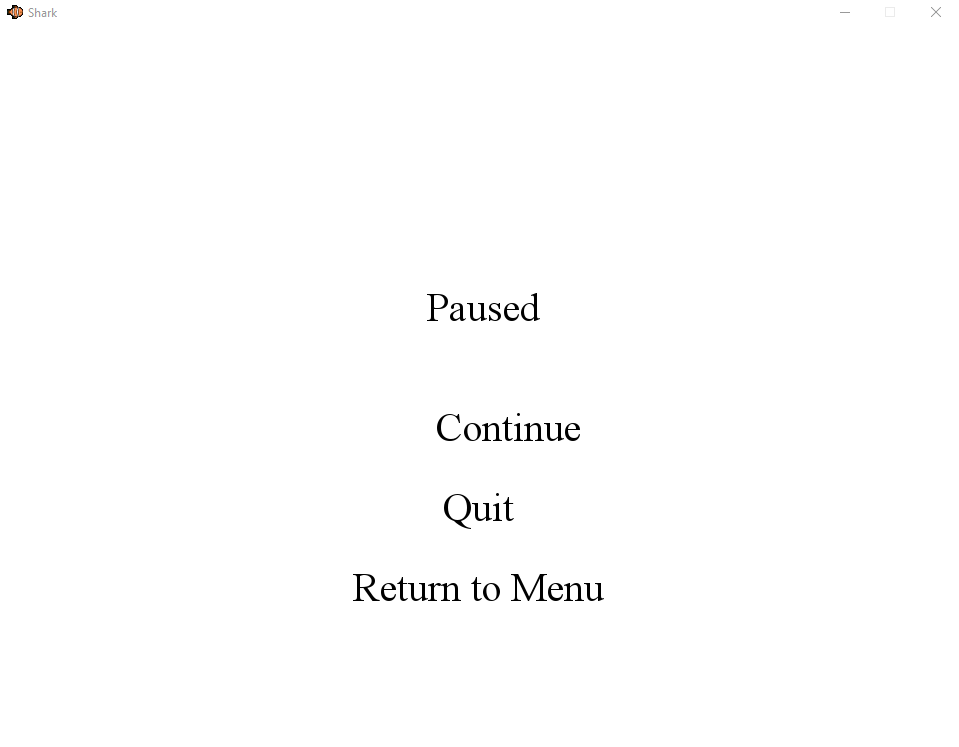
Click Quit button, the game will end, which is same as the X close button at the top right corner.

1. Scoreboard button

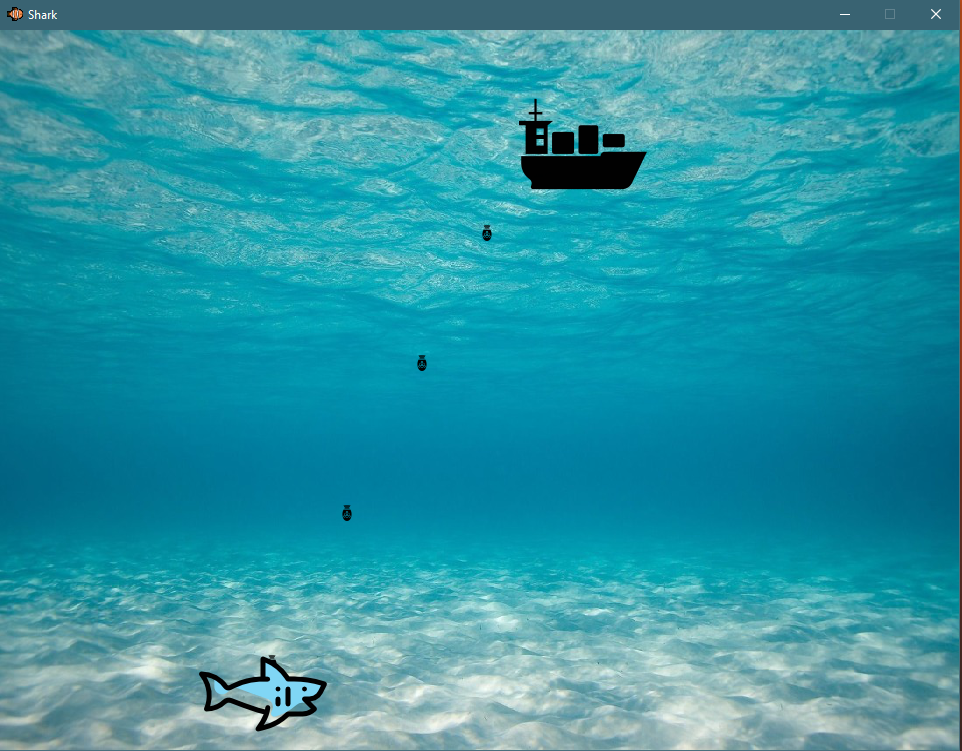
Highest scores will be saved. The highest score will be shown after clicking the leaderboard button.

## During game process

* 1. Press “Q” during the game will bring up Paused screen.



* 1. Mode 2 which controls your shark move horizontally to dodge bomb from ship in limit time.



# Test Suite (Result will be printed on terminal)

In order to verify whether the core functionality in each py files work or not, run the test.py file to start the one-click option

