

User Manual

Launching the Game

To start playing with the starting levels run GraphicsGame.exe

Controls are wasd to move and the arrow keys to shoot in the four directions.

The aim of the game is to reach the stairs in each level and by reaching them in the last level win the game.



Stairs

if an enemy touches you you lose the game and by shooting enemies they will drop keys that you can pick up to open doors(each door requires 5 keys).



Door



Key

Creating levels

You can add your own levels to the game by running Editor.exe. Once it is open you can click on tiles to cycle to change what they are (floor, wall, enemy, player, door, stairs). NOTE: a level can only have one player and stairs.

Controls are wasd to pan around and shift to pan quicker, e and q can be used to zoom in and out. Press space when your happy and it will generate a file called newLevel. This is your level and to add it to the game you need to rename it to what you want it to be called and add it as a new line to the file called levels. Levels takes the top of the list as level one and works down so plan your level difficulty accordingly. Feel free to remove the default levels and create a set of levels for you and others to try.