

# User Manual for JukeBox Hero

**General Problem Statement:** We saw a need to develop a 2D game created fully from scratch that allows the player to explore a series of rooms and try to escape from the maze.

## Introduction:

Our team was given the opportunity to create a project of our choice. We were intrigued by the idea of creating a 2D game from scratch, and we found inspiration from a novel written by one of our developers. Therefore, we created an “escape room” like map, covered in puzzles that unlock different doors and allow the player to move across the series of rooms. The aim of this game is to explore the collection of rooms.

When developing a game, the creators are encouraged to look towards potential players to discover what people will actually want to play. This game is especially geared towards players who like to explore different places in a digital world. They often like to find all the facets of the world and discover as much as they can, without the constraint of time or the pressure of social play. One of the users that we had in mind, Adrian Weißbach, stated, “I enjoy games where I can wander around a map to discover pieces of the world”. We believe that we created a game that works perfectly for players with similar interests as Adrian.



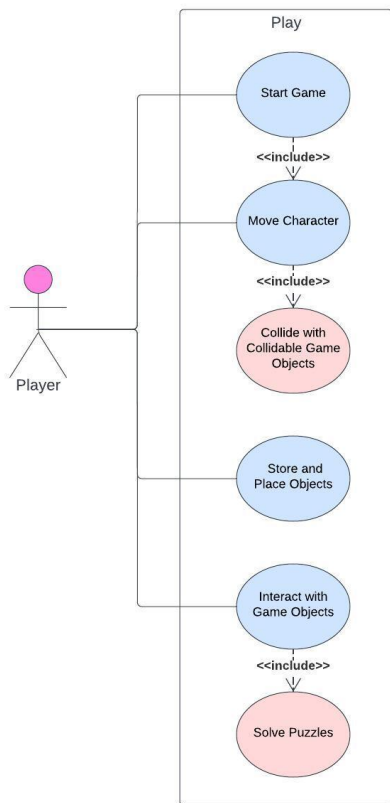
Adrian Weißbach

## Quote

I enjoy games where I can wander around a map to discover pieces of the world.

## Narrative

Adrian needs to explore all of the rooms to see where he can go. He also likes to be able to teleport/fast travel from one area to another to minimize travel time.



In this game, the player can do it all! After starting the game, they can move the character around the world map, which starts out in a room surrounded by walls that the player will collide with. As the player moves around the room, they will encounter different objects that are strewn across the floor. They can pick up some of these objects and store them in their inventory. From the inventory, the user can place items back on the floor or they can interact with some of the other objects in the room to unlock the doors with objects in their inventory. Or, they can simply just place it on the floor.

*Use case diagram for Jukebox Hero*

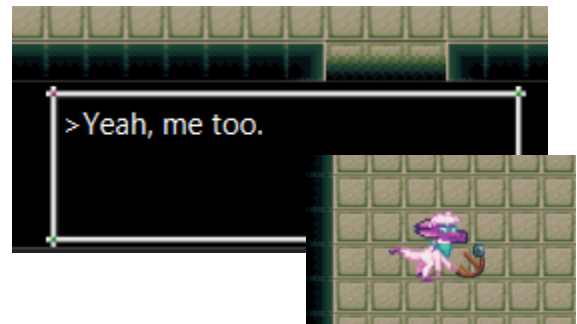
### User Instructions:

Press any key to begin the dialogue box, which will talk to you a little about getting out of the maze of rooms.

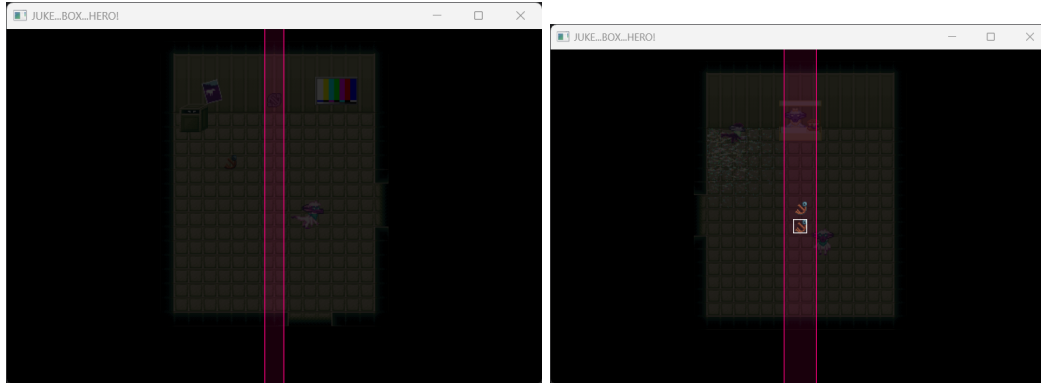
The user can move the character, TICOO™, by using the arrow keys. The **“up”** arrow moves TICOO™ up the screen, the **“left”** arrow moves TICOO™ left, the **“right”** arrow moves TICOO™ right, and the **“down”** arrow moves TICOO™ down the room.

**Press “q” to toggle the text box and close it.** In the proximity of game objects, like a key or disk, the text box will state what the item is or some dialogue relating to it.

**Press “c” to pick up or drop objects.**



**Press “e” to open the inventory** and view objects that TICOO™ has collected. While in the inventory, the user can use the arrow keys to select one item, then press “c” to drop that item.



**There are doors.** You can go through them. When you go through them, you are transported into a magical new reality; i.e. a different room. This new reality is a whole new exciting adventure for the user, chock full of its own NPCs, walls, and even doors! How exciting! Go explore the world together with your friend, TICOO™.



**There are walls** that you can run into if you get close enough to them. Don't do that if you want to make progress in the game. However, if the wall has a gap, that is a door. You can run into that all you want.



**There are Non-Player Characters (NPCs)** scattered throughout the game world, each adding a layer of depth to your gaming experience. As you venture within a certain radius of these NPCs, a dynamic interaction system comes to life, allowing you to engage with them and uncover unique aspects of the game's narrative.



These NPCs are not mere static entities but dynamic elements that contribute to the immersive atmosphere. What sets them apart is their individuality; each NPC boasts its own distinctive personality, background, and

storyline. The beauty lies in the fact that they aren't just visual elements but integral parts of the game's universe.

Upon entering their interaction radius, players are greeted with a variety of dialogues, reflecting the diverse personalities and roles of the NPCs. Whether it's a wise old sage sharing ancient wisdom, a quirky merchant peddling rare items, or a mysterious wanderer with cryptic hints about the game's lore, each NPC offers a unique perspective.



The dialogues are carefully crafted to provide not only information but also hints, quests, and sometimes a touch of humor or drama. Engaging with NPCs becomes an exciting aspect of exploration, as you never know what valuable information or entertaining anecdotes they might share.

In essence, the NPCs in this game are more than just characters; they are storytellers, guides, and companions on your gaming journey. Their diverse dialogues add layers to the overarching narrative, making each encounter a memorable and enriching experience for players.