*Zodiac Fortune* User Manual

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1. Introduction

This is your personal *Zodiac Fortune* game manual in which you will find all the information you need to play the game. *Zodiac Fortune* is a game that was developed by a team of three consisting of Brian Treichel, Jaden FB and Billy Nguyen. It was completed for Mr. Grondin’s first-semester ICS4UI course.

2. Installing the Program

To start the game, start NetBeans and place the Main Program folder in the NetBeansProjects folder. Main Program contains all files necessary to run the game. *Zodiac Fortune* is now installed. Make sure that the images in the Zodiac\_Fortune Source Folder stay in the folder when you bring it into NetBeans.

3. Running the Program

After successfully opening Main Program in NetBeans, you are now able to run the program by pressing *Shift-F6*. Congratulations, *Zodiac Fortune*  is now running!

a. Game Controls

**Mobility**

Left arrow (←): Moves to the left.

Right arrow (→): Moves to the right.

Space (*no keyboard symbol*): Will interact with the environment (In Development)

4. Disclaimer & List of Known Bugs

It should be noted that the program is still in development and therefore **not** complete. Currently the character is only moving across an open background with multiple monsters.

It should also be noted that there **are** known glitches or bugs. When your character moves toward one side of the screen if you go back in the other direction he will sometimes get stuck.

5. List of Sources

**Bulk of Main Code**

//http://zetcode.com/tutorials/javagamestutorial/pacman/

**Forum Assistance**

http://stackoverflow.com/

<http://stackoverflow.com/questions/20267695/java-layering-images>

http://stackoverflow.com/questions/21022390/compiler-error-using-loops-switch-and-case

**Documentation**

Documentation templates taken from Billy and the Bustos boys’ final programming project