User Manual

for

Twin Visitor

Version 1.0 approved

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December 4th, 2022

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1. INTRODUCTION

1.1. Purpose

The purpose of this document is to help users understand how to start and play the Twin Visitor video game.

1.2. Audience

Twin Visitor is a casual game with a cyberpunk/paranormal setting. Therefore, the intended audience is casual gamers as well as fans of both cyberpunk and paranormal stories

1.3. Security

Twin Visitor does not access user info at any point so there is no need for security.

1.4. Overview

The remainder of this document is sectioned into three succeeding components:

2. Getting Started – general use and logging into the application.

3. Advanced Useability – Details usage of more specific and precise measurements.

4.   Disclaimers – describes current known issues and possible fixes for users and performance when using CalNote across different platforms and web browsers

2. GETTING STARTED

2.1. Accessing the Application

To be able to play Twin Visitor, the user must have the **Twin Visitor.exe** file downloaded. Go to https://github.com/MushroomPeople/TwinVisitor and download the file or directory as a zip. Next, unzip to a convenient location using the users preferred archiving software. Then open Godot, the project manager screen comes up first. The **Twin Visitor.exe** file can be found at **TwinVisitor/TwinVisitor/Twin Visitor.exe/**. Double click the .exe file to run it.

2.1.1 Main Menu

    2.1.1.1   **New Game** allows you to start the game from the beginning.

    2.1.1.2   **Load Game** allows you to select from different save slots to continue from where you last left off.

    2.1.1.3   **Exit** will close Twin Visitor.

Figure 1: A screenshot of the main menu

2.2. Gameplay Controls

Figure 2: Screenshot of the opening scene.

2.2.1. Camera

Twin Visitor is a third person game where the camera is controlled by moving the mouse.

2.2.2. Movement

Use 'W', 'A', 'S', and 'D' keys on your keyboard to move forward, left, backwards, and right respectively.

2.2.3. Talk

Use the 'E' key to talk to NPC's (Non-playable characters) in the game world.

2.2.4. Inventory

2.2.4.1. **Inventory Screen:** Press 'Tab' during gameplay to bring up the Inventory screen. This screen will be empty at the start of the game, but picking up items will populate it. Click on an item in this screen to equip it.
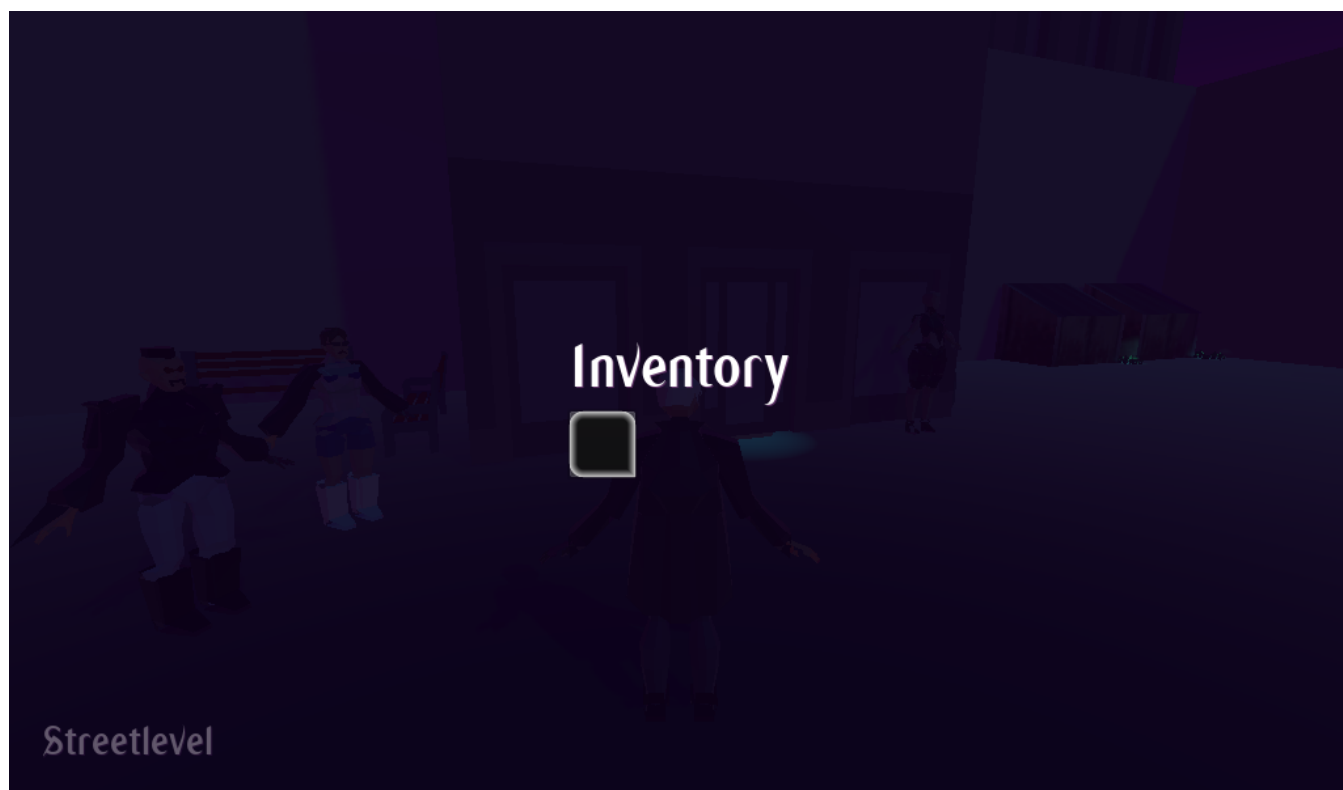
Figure 3: The inventory Screen.

Figure 4: The upper left hand corner of the screen will display the name of the item you currently have equipped.

3. Disclaimer

3.1. Frame-rate Issues On Loading A New Scene

Depending on the machine, you may have to wait for a few seconds upon loading the game for it to have a smoother frame-rate.

3.2. Collision

In certain sections of the game there are issues with the player colliding into objects that should not be there. Similarly there are certain objects that the player should collide with, but instead just passes through. Most of these instances have been found and corrected, but it is worth noting that there may be some that the development team have missed.