

User Manual

CTU Adventure.

Game Engine

The main objective of the game is to reach the boss in time and defeat him. The levels are customizable, allowing you to change the starting positions of both the player and the enemies, set the timer, and upload the inventory. By default, you start with a standard amount of time which will begin to decrease as soon as you start the game. Your purpose is to defeat the boss until running out of time.

Description

The deadline is coming, and as an average student, you need to prepare yourself. Collect marks, arm yourself, fight against your enemies, and try to reach your goal before time runs out!

Various objects such as weapon and marks are scattered throughout the map. Simply touch them to add them to your inventory. Your character's stats are displayed in the upper left corner. Additionally, the remaining time is located in the upper right corner of the screen.

Controls

- Movement:
A (left)
D (right)
W (up)
S (down)
- Interaction:
ENTER (attack)

P (pause)
E (inventory)
L (save game)

Gameplay

In the provided JSON file you can change the positions of sprites, set the desired amount of time for your comfort, choose items for your inventory (keys, weapons), and set the player's starting life.

The basic menu allows you to start the game, quit, or load the previously saved game. When the game starts, you will spawn at a default point or the one specified in the .json file, and the timer begins. Various types of enemies will appear (YouTube icons or the boss), which can only be attacked using a weapon. Your weapon is Pen. Once you find it or pen is added to your inventory through the .json file, you can engage in combat.

During the game, you can also pick up keys (open an inventory to see the number of keys) and use them to unlock blocked doors. The main objective is to reach the final boss, located at the rightmost side of the map, and defeat him before time runs out. After defeating the boss, a game over page will appear.

There are also log files in the main package, specifically in the "logs" package, which record the player's actions during the game session.

Furthermore, there are some tests included.