

Castles and Creatures

User Manual

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Overview

Welcome to Castles and Creatures! In this battle royale game, players can join as one of three character types and battle to the death. The last player standing wins in this high-fantasy-themed game. Prepare your projectile spam!



Program Compilation

Running the game is simple! Open the project file (.pro) in QtCreator, and press the play button without the bug icon. The button is located at the bottom left of the QtCreator window. This process is the same for the game and server. Once you've done that, you can join a server and begin the fight!

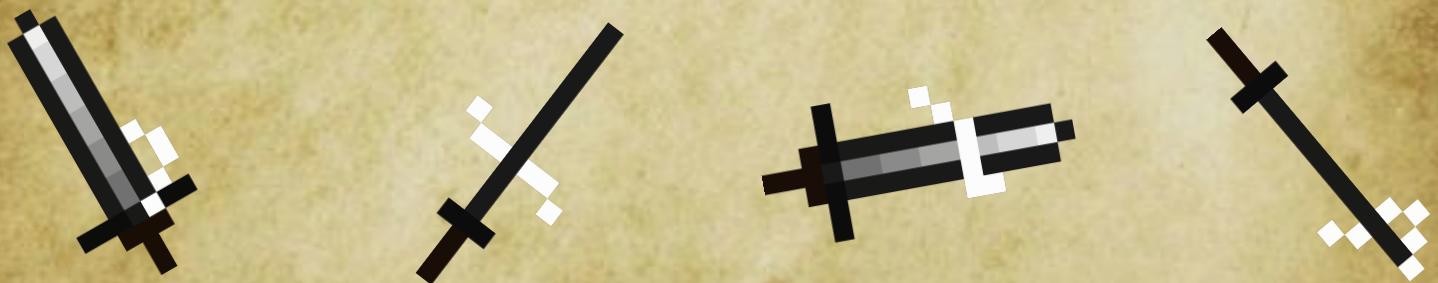


Program Execution

So, you've compiled the game and server, either on the same computer or separate ones, and you and your friends are ready to go. Fortunately, the setup is quite simple.

The computer with the server running will have the IP address and port numbers listed at the top of the server window. Those numbers will be entered into the prompts that all players get when they click the "Join Game" button. Note that only the computer with the server can use the LOCAL address in place of the IP address.

A server must be running before the players can join a game, but once that's done, the competition begins!



Game Objectives

There is one simple objective. Kill the other players before they take you out! This is achieved by shooting the other players. Five solid hits will kill.



Controls

- WASD, IJKL, or arrow keys to move
- Space Bar shoots projectiles in the direction you are moving
 - Note that standing still will cause the projectile to stay in place creating a short-term damage trap



Final Setup Points and Game Quirks

Good news! No further setup is required. However, there are some game quirks to be aware of:

- Opponents' projectiles are a bit laggy, so screen peeking is encouraged!
- Occasionally, projectiles will persist and not be destroyed; however, these “happy little features” don’t deal damage... usually.

That’s all from us, so enjoy the experience of Castles and Creatures!

