

User Guide

Team mariotroid

**Mariotroid User Guide**

**Preface**

Mariotroid is a 2D adventure game, developed by a team of designers that share their passion for development and games. The game features animations, power ups, and scoring. This document serves as a user guide to quickly enable players to familiarize themselves with the operation of Mariotroid, the game mechanics and controls, as well as providing useful hints and troubleshooting.

**Lore**

In the year 2105 on a far off distant planet in the Alpha Centauri system. An unknown enemy has begun a reign of terror, which threatens the new colony Mariotroid has worked so hard to build. Mariotroid must watch as his life’s work burns around him. What unknown dangers await our young hero, will he falter in the face of calamity or will he rise up and become a hero. Discover what happens next as you take control of Mariotroid.

**Minimum System Specifications**

* PC with JDK/JRE 8u131 or above.
* 4 Core Processor wwith at least 1GB of RAM
* Windows/Mac/Linux Operating System

**Getting Started**

1. Download a free copy of Mariotroid from the Github link provided below (we’ll need to add a download link here).
2. Navigate to the folder where the download was saved and double click the Mariotroid.jar file. (Also need to create a .jar for the game once it’s done)
3. Follow the brief in game tutorial to familiarize yourself with the gameplay. (I’m thinking like an over lay of what each button does at the start of the game.)
4. That’s it! You should now be able to enjoy Mariotroid in all its awesomeness.

**Gameplay**

**Movement:**

Movement in Mariotroid is accomplished via the WASDF keyboard keys listed below.

* W – Climb Up
* S – Climb Down
* A – Walk Left
* D – Walk Right
* F – Interact

To sprint simply hold the Shift key and the direction you would like to sprint A or D.

* Shift + A/D – Sprint Left/Right

**Combat:**

Combat in Mariotroid is handled via the mouse, you can use it to aim as well as fire your primary and alternate weapons.

* Mouse – Aim
* Left Click – Primary Weapon Fire
* Right Click – Alternate Weapon Fire

**Power-Ups:**

Power-ups in Mariotroid will be automatically activated once you pick them up.

* Auto Activated

**HUD:**

The heads-up display provides you with all of the pertinent information regarding Mariotroid. In the top left corner is the Health and Life bars. The Health bar shows your players current HP. Below the Health bar is the Life bar which shows the number of lives you have left. Once your HP runs out you will lose a life, once all lives are lost it’s game over! If you currently have special ammo for the blasters alternate attack. The amount of shells you have available will be shown below the Life bar.

**Tips:**

Mariotroid is an adventure game filled with numerous secrets! It would be a great idea to fully explore all areas you never know what may be hidden. Here are two freebees to get you started.

* Some Power-Ups are hidden
* Maybe revisit the start before the end

**Troubleshooting**

If you are having issues getting Mariotroid to run please ensure your system meets the minimum system specification found above. If you have ensured your system meets the minimum requirements. Delete the Mariotroid.jar file and follow the instructions listed above to download the game and attempt to run it again. If at this point you are still having issues please send an email to [Team\_Mariotroid@gmail.com](mailto:Team_Mariotroid@gmail.com) detailing the problem and someone will get back to you. (Not sure how you all feel about that last bit, we can take that part out if you all want)