User's Manual

Starting game:

The game starts, with a screen in the middle, that's the menu. For the game to start at least three buttons must be clicked:

- the typing username, where the user can utilize their keyboard to type a name, the game only leaves this state once "Enter" is pressed.
- After that the player must choose first their balloon, where the camera changes to above the balloons, and one of the right must be chosen, after that spots appear in the floor and a spot must be chosen.
- Lastly the player clicks on the Opponent Balloon, and chooses one, the Opponent balloon goes immediately to the available spot. There are different opponents with different velocities.
- (Number of total laps or penalties can be changed by pressing the minus or plus, but are not mandatory).

Game leaves this state, once the button "Start Game" is pressed.

Running game:

Now with a camera set to the first mark. "P" can be pressed for the game to start. With the game running, "W" moves the balloon up, "S" moves the balloon down. "Space" can be pressed to pause the game or unpause the game. "V" can also be pressed to cycle between three main cameras, "third person", "first person" and a "free camera". If "Escape" is pressed the game returns to the main menu, resetting all variables.

Key "L" can be pressed to turn on/off the lights and "O" to turn on/off the shadows. This keys can be pressed anytime, except when the user is typing their name.

Game Over:

Once the first player finishes the game, the game ends and the camera changes to the final screen, with the results. When the player is in this state, "Escape" can be pressed to return to the main menu, or "R" can be pressed to restart the game with the settings that the player already defined. While the keys can be pressed, there also buttons in the game over menu, that do exactly the same function as the keys.