

User Help Documentation

How does the game work?

Our game has 5 levels, each unlocked after completing the one before, and each with the goal of reaching the finish / end. However, the player can't simply dash to the finish line. For the exit to unlock, the player must collect all the coins scattered throughout the level without letting their health reach 0 from the various obstacles they will encounter - pits, enemies, spiders, and more. The player must use the given weapons, jump pads, and health packs to their advantage to beat the game - lest they be forced to restart.

On top of all this, to reward skill and level mastery, a highscore system was implemented. This highscore system works by using the player's time to complete the level. The faster the level is completed - the higher your score. The levels you complete and your highest score is saved upon proper closing of the game.

Mechanics:


- Ui:
 - There are red bars in the top left corner of the screen. Each bar represents your health. When it reaches 0, it is **game over**.
- Player:
 - The player can move right or left as well as jump in the air.
 - The player can also perform a double jump and a wall jump.
 - There will be weapons lying around levels that the player can run into to pick them up. Once the player has picked up a weapon, they can shoot it at an enemy.
 - The player can run into checkpoints which look like small flags. When a checkpoint has been earned, it ensures the player will respawn at the checkpoint if they fall off the edge of the platforms.
- Enemies:
 - Enemies can damage you in many ways:
 - When they overlap with the player sprite.


- When this happens, the player will temporarily turn invincible. This is indicated by the player sprite turning **green**.
- When they shoot a projectile that hits your sprite.

The Controls:

- Movement:
 - Left arrow key/"a" key moves the player left.
 - Right arrow key/"d" key moves the player right.
 - Up arrow key/"w" key makes the player jump.
 - While in the air, you can press jump again to perform a double jump. This will be reset when you hit the ground.
 - While sliding down a wall, you can do a wall jump. Note: you cannot do a wall jump on the same wall consecutively.
- Weapons:
 - "e" key shoots the weapon that the player has in the direction they are facing.
 - When an enemy is hit by a player weapon, they are **frozen**. This is indicated by their sprite turning red.
 - When an enemy is frozen, they cannot do anything and the player does not take damage when walking into them.
- Menus:
 - During a level, the player can click the "esc" key to pause the level. From the pause menu, you can resume the level or return to the level select menu.

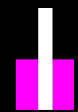
The Enemies

 The Basic enemy - Moves back and forth in set intervals. Does damage to the player upon contact.

 The Projectile Enemy - Moves back and forth in set intervals. Does damage to the player upon contact. Shoots damaging projectiles in the direction that is being faced. Can stand still



The Artillery Enemy - Can not move. Does damage to the player upon contact. Shoots projectiles in an arc that will always be aimed at the player's position once the player gets into range.



The Spider Enemy - Can not move along the X axis. Moves up and down in set intervals at different speeds. Does damage to the player upon contact



The Spikes - Can not move. Does damage to the player upon contact

The Pit - Present wherever a platform at the bottom of the screen is absent. Should the player fall in a pit, they will be teleported back to the start of the level OR wherever they last touched a checkpoint.

Consumables / Player Interactables



Jump Pad - Increases the player's first jump height if the player jumps while on the jump pad. Will not increase the jump height of the double jump or if the player moves off the jump pad without jumping.



The Health Consumable - Restores 1 health point of the player.



The Coins - Objects that are removed once the player comes in contact with them. Once the player collects all the coins, the exit opens



The Exit - If the player comes in contact with the exit AND all the coins on the level have been collected the level will be complete and the player will have a choice to go to the next level. The level's completion and highscore will be saved.



The Weapon - Gives the player a weapon upon contact. The player can then click "e" ONCE to shoot and freeze any enemy. Weapons respawn upon reset of a level via a pit.



The Checkpoint - Changes the respawn point of a player should they fall into a pit.