

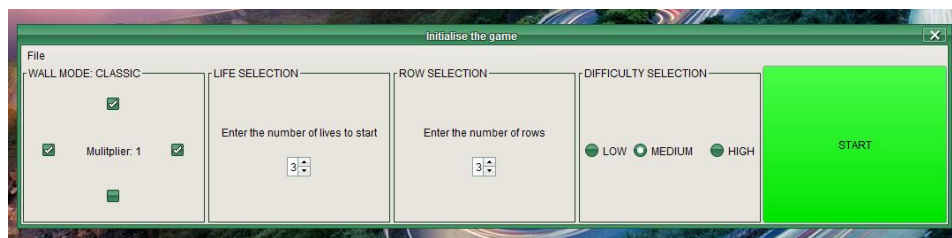
# Brickles User Manual

Aden Downey - down0100

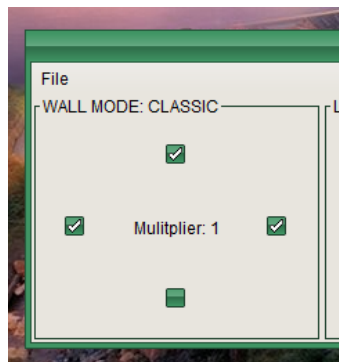
Daniel Wilson - wils0496

## 1. Initial Options Window

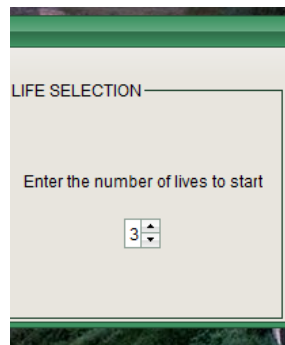
Upon opening the program, the following window is displayed:



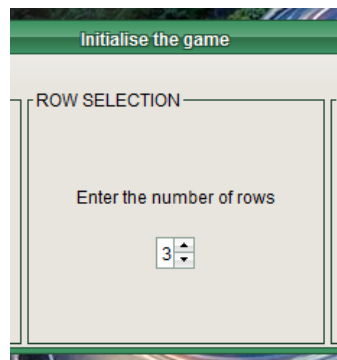
This is the initial game options display. This holds all the options that affect gameplay and the overall difficulty of the game.



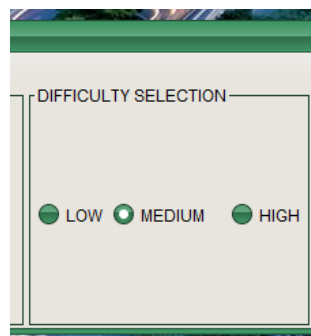
This selection allows you, as the user, to modify the number of walls you start with, and where the walls are in particular, from 0 - the highest difficulty, to 4 - the easiest difficulty.



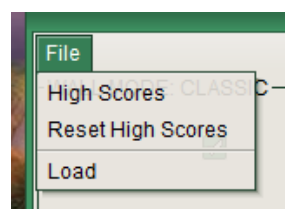
This selection allows you to change how many lives you start with, from 1 - 5.



This selection allows you to change the number of rows in the game, to a maximum of 6 rows in the game panel.



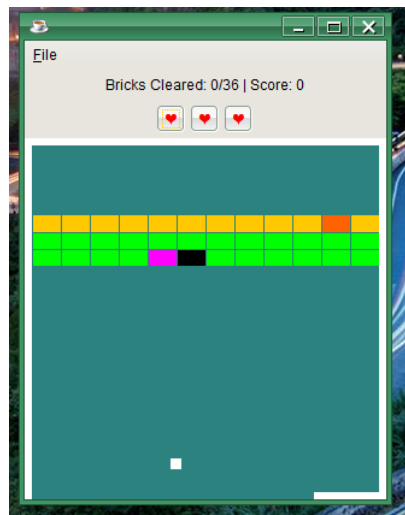
The final panel changes the difficulty of the game by altering the amount of times you need to hit a brick for it to disappear and be added to your score.



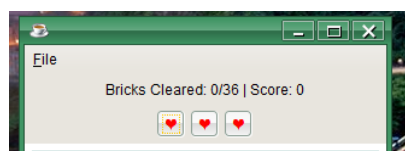
Finally, the File menu allows you to view the current high scores, as well as allowing you to erase the leader board and start again.

## 2. The Game Window

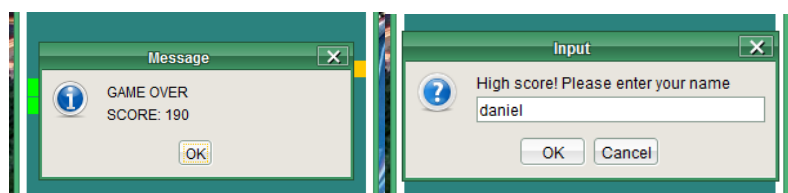
After all options in the initial window have been selected, the game begins.



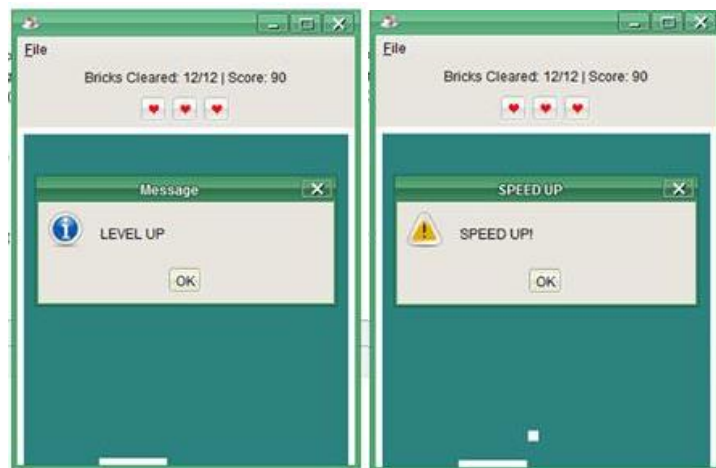
The user must hold the mouse button down and move the paddle to keep the ball from hitting an empty wall. If the user releases the mouse button, the game will pause. If the ball hits an empty wall space the user loses a life. The purple and orange blocks are power ups, while the black block is a power down.



The user's lives and score are displayed above the game window. The game is over when the user runs out of lives.

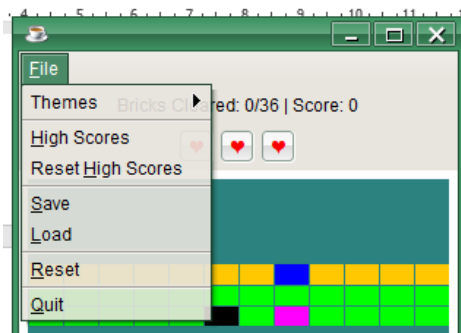


At the end of the game, if the user achieves a high score, the game prompts the user to save their high score and add it to the list.

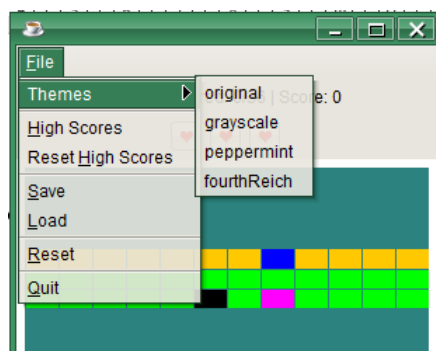


If the user can clear all the bricks, the game "levels up", resetting the game board, and increasing difficulty.

The File menu is also present in this window for the user to be able to see the high scores, and if need be, reset the leader board.

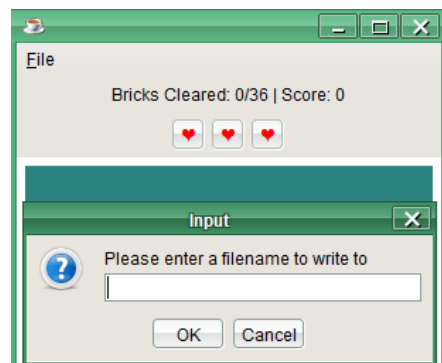


Theme selection is done from the file menu. This changes the colour scheme of the walls, bricks, ball and paddle.



The user can also save, load and reset their game from this menu.

IF you wish to save, the game will ask you for a filename to save to. You must remember the filename if you want to load a saved game.



There is also a quit option in the file menu. This will prompt you to save the game.

