

USER GUIDE
For
Rogue Robot Rambo

Khoa Hoang
Adrienne Lhuc Estrella
Pratham Kwatra
Matt Innaurato

Contents

1. How to start the system
2. Features of the game
3. Example inputs and outputs

1 – How to start the game:

1. To start the game, a person must first clone the repository of the game or download and extract a copy of the game from GitLab. After this, a user must ensure that the directory tree of the copied/downloaded game matches the directory tree found on GitLab.
2. The user must have Python version 3.6 + installed onto system. You can download the newest version of Python for your system at <https://www.python.org/downloads/>
3. Once Python is installed onto your system make sure that Python is added to your PATH environment variables in order to run Python files from your terminal. CMD (windows) and bash (MacOS & Linux based systems).
4. A user must then install the latest version of Pygame onto your system using Python's pip tool. (Windows: pip install pygame) and (MacOS & Linux: pip3 install pygame) ***For MacOS/Linux use the development version replace "pygame" with "pygame==2.0.0.dev6" or newer***
5. Next, download latest version of Git onto your system. You can download the newest version of Git at <https://git-scm.com/downloads>
6. Finally, to run the game a user must navigate to the directory that contains the *main.py* file. The user must then run this file using whatever method they see fit. This could include passing the file into Python through a terminal (macOS/Linux) or through an IDE or code editor that has the capability to run Python code.

2 – Features of the Game

- Player
 - The player does 0.5 damage to the boss.
 - The player has a maximum of 10 health and 10 pieces of ammo.
 - The player can double jump in the game by double tapping the spacebar.
 - If the player is hit by the boss while double jumping in the air, they will lose their ability to double jump.



*Player losing the ability to double jump
after getting hit by an ice shard*

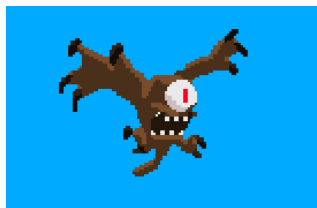
- The player can shoot tiny fireballs at an enemy by using the arrow keys (up, down, left, right).
 - Each fireball will remove 1 piece of ammo from the player's ammo count.
 - These fireballs can bounce off the edges of the screen.



Player shooting fireballs using the arrow keys

- The player can wrap around the screen, meaning that if they jump through the left side of the screen they will reappear on the right side of the screen.
- If the top of the player falls below their current platform they will die.

▪ Boss



The Boss

- The boss has a maximum of 10 health.
- The boss has two types of attacks:

- Fireball

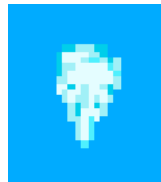
- This attack will do 2 damage to the player and will slightly knock them down if they are in midair.



Fireball

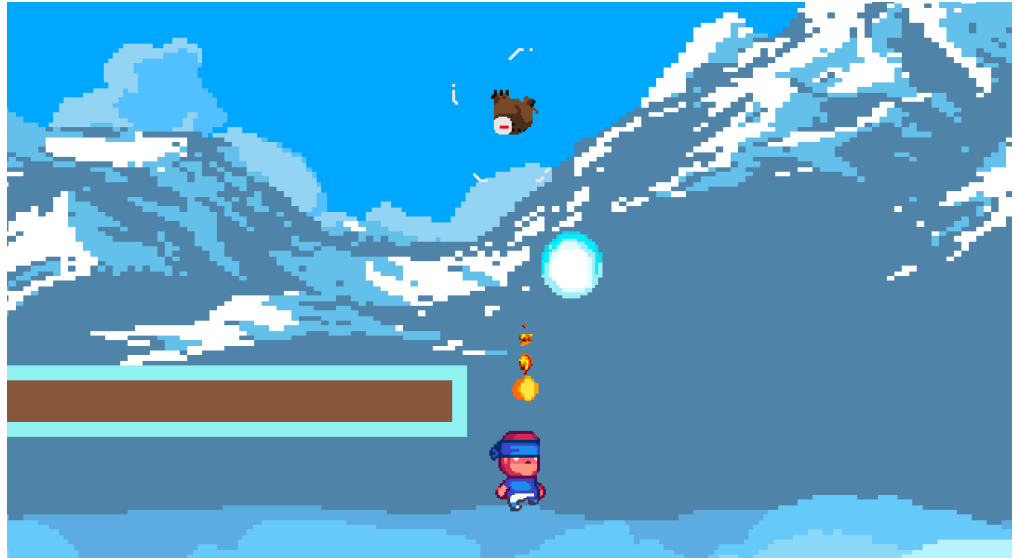
- Ice shard

- This attack will do 1 damage to the player and will slightly knock them down if they are in midair.



Ice shard

- The boss will shoot either a fireball or ice shard every 2 seconds.
- There is a 50/50 chance that the boss will shoot either a fireball or an ice shard at the player.
- If the player comes into contact with the boss, they will take 0.5 damage.
 - Additionally, the player will get knocked downwards slightly after contact is made.



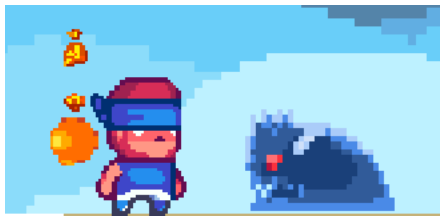
Player touching the boss and getting knocked down

- Slimes



Slime

- Slimes have a maximum of 3 health.
- Slimes do 1 damage to the player when the player touches a slime.
 - Additionally, the player will be knocked back in the opposite direction of the slime.



Player getting hit by a slime

- Platforms/Powerups

- Powerups spawn randomly around the player based on how far the player has traveled up the platforms.



A powerup randomly spawning around player

- There are two types of powerups:
 - Ammo powerup
 - This powerup increases the ammo count of the player by 5.



Ammo Powerup

- Health powerup
 - This powerup increases the health of the player by 5.



Health Powerup

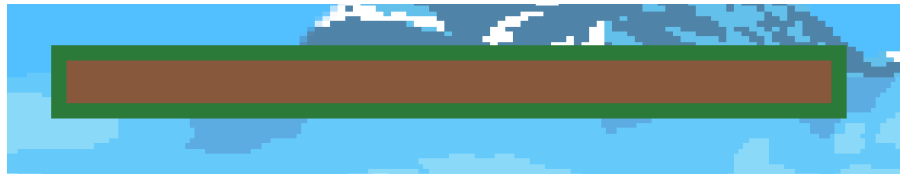
- There are 3 types of platforms that the player will experience:

- Sandy platforms
 - These platforms contain a high friction value that slows down the player.



Sandy Platform

- Grassy platforms
 - These platforms contain a medium friction value that slows the player down very little.



Grassy Platform

- Icy platforms
 - These platforms contain a low friction value that speeds the player up as they move.



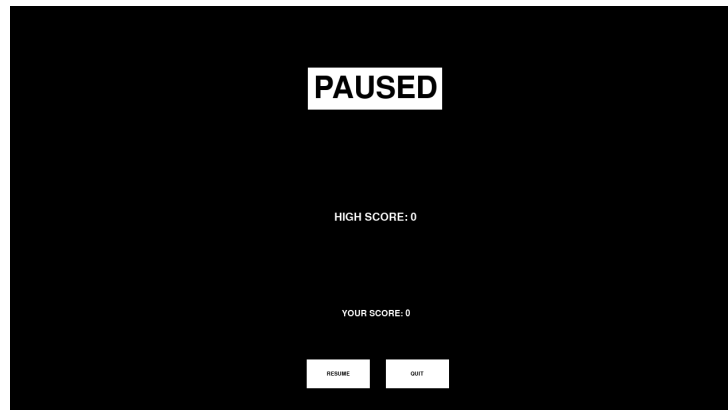
Icy Platform

- If the top of a platform falls below the screen, that platform will be deleted from memory.
- Score
 - The score will increase by 5 for each platform that the player passes.
 - The score will increase by 100 for each slime that is killed.

- The score will increase by 1000 every time the boss is killed.

3 – Example inputs and outputs

- Keyboard
 - P key
 - Pauses the game



- W, A, S, and D keys
 - Controls the movement of the player.
 - W = Jump or Double Jump (double tap the W key)



- A = Move left



- S = Move down a platform



- D = Move right



- Arrow keys:

- Controls the direction of the fireballs that the player shoots.
- Up, Down, Left, and Right keys
 - Up = Shoot upwards



- Down = Shoot downwards



- Left = Shoot left



- Right = Shoot right

