

- Include a PDF file in your last or final commit before Friday 6.5. **EXTENDED to Sun 08.05.2016.**
- Filename G-<group number>-WA.pdf, e.g. *G42-WA.pdf*
- Contents:
  - Game instructions (how the game works, what is the goal, etc.)
  - Controls (which keys to use, mouse...)
  - How the user interface works
  - Different nasties and other kinds of NPC objects (n on-player character)
  - Installation (processing version, required libraries)
  - Other things
- The document is free form
- Don't spend too much time on this. A good rule of thumb would be 2 hours of work maximum.

## Game instructions

The goal of the game is to clear the five levels that are in the game. In order to proceed between levels the player has to collect 3 keys in a level in order to open a door that leads to the next level. The keys are hidden beneath mineable ground so the player has to look for them. Some keys are next to enemies that should be killed before they kill the player. This can be done with bombs that can also be found in the minable material.

## Controls

Moving the player is done by 'wasd'. The player can switch between different bombs with 'e' and 'q'. Bombs can be dropped with the space button.

## Installation

The is running in the Processing environment. Libraries G4P\_GUI and Minim need to be installed before playing the game.

