MarioSaur - Game Instructions

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1   About The Game:

The game has been developed and tested on Windows 10. It is inspired by Google Chrome's Dinosaur game, but the setting is taken from Super Mario. In this game there are two kinds of obstacles that Mario can try to avoid by jumping or standing still: Mushrooms and Rockets. These will spawn randomly in time but Mushrooms will generally spawn more frequently than Rockets. The score is given by how much time Mario can survive before game over, which occurs when he touches one of the obstacles. The difficulty increases with the score: the obstacles will move faster and they will spawn more frequently as the score increases.

2   Instructions:

The player can define their own keys in the proper environment, accessible via the main menu. He/She can then choose to play a new game after entering their name or load a previously saved one. In the last case, the active player will be the same that saved the game. While in game, the player can pause it. From the pause menu he/she can resume the game, save it, or go back to the main menu. After touching an object, a game over screen will appear. From here, the player can either start a new game, go to the main menu or quit. There will also be displayed a leader-board with the 3 best scores among all the games played, in decreasing order. A score file will be created to record scores: all scores, with the name of the player who achieved it, will be saved here. A save file will be created when the player saves the game: it contains all the details of the current run, to load it at a later time. Every time the player resumes the game or start it, a countdown of 3 seconds will start, after which the game will resume. During the run, both the current and the best score ever achieved will be displayed.

3   Commands:

Available commands, with default keys in brackets, are:

- Jump(space). Mario performs a jump

- Cheat: invulnerability(y). Touching objects will not trigger game over

- Cheat: infinite jump(q). Mario can jump infinitely many times without touching ground

- Boss Key(i). An image will be displayed on screen, giving the impression of being at work (the game will be paused)

- Pause(p). Pauses the game and displays pause menu

4   Images and royalties:

All images have been drawn by hand by Francesca Ali, to whom go my special thanks for her kind collaboration.