User's manual - Rukmaksii project

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1   Game explanation

The goal of this game is to destroy the enemy's base. In order to do so, you will have to capture the objectives. Once captured you will have access to a shop where you can buy weapons and items. It will also disable the enemy's shield which protects its base. Every 5 minutes a new capture point is activated randomly.

This game takes place in a jungle where you will find abandoned houses and monsters which will try to kill you. But if you kill them you will recover item such as grenades, fuel boosters, or money.

2   How to launch a game

Once the game is installed and launched, the user is welcomed by a main menu. He can then host a game to play with friends by pressing the "Create room" button or join a game he is invited to by entering the room id (a five uppercase letters code) in the specified field and pressing the "Join room" button.

After joining a room the players will be sent to a lobby where they can chose a class and wait for the host to start the game.

3   Game controls

With a lot of things to offer, the game has its fair share of key-binds:

- **Z** to go forward
- **Q** to go towards the left
- **S** to go backward
- **D** to go towards the right
- **Space** to jump
- **Left-Click** to shoot or use an item
- **Right-Click** to aim

- **A** to dash

- **W** to open the ability

- **E** to open the item wheel

- **R** to reload

- **Space x2** to use the jet-pack

- **Space (while flying)** to go up

- **Tab** to go down while flying

- **Maj** to run

- **Square** to open the mini-map

- **Right-Click on the mini-map** to spawn a minion with a given strategy

- **F** to interact

- **G** to throw a held weapon or item