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CAP 3032

Oreo Maniac User Manual

Preinstallations:

Before running Processing, you must install the following libraries to execute the game files:

-*Video Library for Processing 4* – Processing Foundation

-*Sound* – Processing Foundation

To install correctly, follow these steps:

1. Go into the folder **Oreo/Oreo.pde.**

2. Open Processing and locate the **sketch** menu on the top of the program

3. Locate **import library**, then select **manage libraries**

4. Press **install** for the designated libraries above

Controls:

*Note: All keys are lowercase for playing. Therefore, make sure **CapsLk** is disabled on your keyboard when playing

Action	Key
Move left	'a'
Move right	'd'
Jump up	'w'
Shoot	'spacebar'
Talk	'e'
Interact	Lclick

Main Menu:

After running **Oreo/Oreo.pde.**, you will be introduced to a user menu. There you will have an option to **start** the game or **exit** the application. Before beginning, you can play the game on an **easy** or **hard** difficulty. Note that once you begin the game on a specified difficulty, it will remain the same until the user wins, loses, or terminates the program. Additionally, the game will remain as a **1080 x 540** window for the entirety of its duration and cannot be rescaled.

Easy Mode	Hard Mode
-Larger amount of starting bullets	-Minimum amount of starting bullets
-Bullet packs grant larger amounts of ammo	-Less amount of ammo in bullet packs
-Enemies deal less damage	-Enemies deal more damage / more enemies
-The user is granted one health pack	-No health packs

Intro Scene:

The player will spawn in an outdoor safe environment on the lefthand side of the screen. This area will possess various signs to remind the user of the controls for the game. Subsequently, they must navigate to the rightmost side of the screen to approach the following sequence. Additionally, a **HUD** will be displayed on the screen with the following details: a *health bar* and *bullet count.* This will remain for the entirety of the game.

Warehouse Scene:

The player will be placed into a warehouse environment with a moderate number of enemies to eliminate. Each enemy possesses a different firing rate, shooting bullets toward the direction of the main character. A user must jump, navigate, and shoot all enemies before approaching the next room. The player must monitor their bullet count. If they shoot too fast, or recklessly spam the spacebar, they will run out of bullets, and thus have no way to defeat the enemies (hence, lose the game). Once all enemies are killed, the player advances forward.

Long Hallway Scene:

The player will enter a long hallway full of various enemies: both easy and hard difficulty ones. The latter take more bullet hits to be eliminated. Again, the player must wisely shoot all of them down, and navigate the map without getting hurt. In this stage, there will be a new interactive element: *bullet packs.* The user must collect these at some point, or they will run out of bullets. As specified above, the distinction between easy and hard mode is the number of bullets provided to the user. Once all enemies are eliminated, a mini boss will approach **a big enemy.** He will shoot at a higher rate and take more damage than usual. Once he is eliminated, the player may continue forward.

Exotic Room:

The final stage is an exotic room consisting of expensive items and a throne. Atop lies the final boss: **The Milk Man.** When the player walks about a third across the width of the screen, a cutscene will begin. The main character and Milk Man will trade text-based dialogue with one another, then initiate a battle. Suddenly, the Milk Man will shoot a mini gun toward the user. Unlike any other enemies in the game, the Milk Man will possess a health bar over his head. In this stage, there will be the following interactive items: *three bullet packs* and *a health pack..* Just as with the other stages, you must eliminate all enemies to pursue forward. Once defeating the Milk Man, you can proceed to the subsequent stage.

Final Oreo Room:

The user will enter a bare room with stacks of Oreos. There will be a sign within the room that says, "Click to eat." When the user is colliding with the Oreo stack, they can press the button. After doing so, the game will congratulate the user for winning, and place you into a movie theater with a giant screen in the background. Upon this screen, it will play Oreo Maniac 1, Oreo Maniac 2, and Oreo Maniac 3, three videos originating from my YouTube channel. After they've been played, the program will return to the main menu as specified above.