# System Requirements

## Supported Browsers

|  |  |
| --- | --- |
| Browser | Version |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

## Windows

|  |  |  |
| --- | --- | --- |
|  | Minimum | Recommended |
| OS |  |  |
| Memory |  |  |
| Graphics |  |  |
| Storage |  |  |
| DISPLAY |  |  |

## macOS

|  |  |  |
| --- | --- | --- |
|  | Minimum | Recommended |
| OS |  |  |
| Memory |  |  |
| Graphics |  |  |
| Storage |  |  |
| DISPLAY |  |  |

## Linux

|  |  |  |
| --- | --- | --- |
|  | Minimum | Recommended |
| OS |  |  |
| Memory |  |  |
| Graphics |  |  |
| Storage |  |  |
| DISPLAY |  |  |

## Mobile

Unsupported.

## Others

|  |  |  |
| --- | --- | --- |
|  | Minimum | Recommended |
| Memory |  |  |
| Graphics |  |  |
| Storage |  |  |
| DISPLAY |  |  |

# Installation

Clear and detailed instructions on how to prepare the software project for use by a new user

Download the zip folder “LI\_SHAWN \_SDDAss3.zip”.

Locate the downloaded zip folder. If no directory was specified, this is most likely in the downloads folder.

Unzip the folder. Depending on your operating system, this may be right clicking and locating an “extract” or “unzip” option in the menu or double clicking on the folder. This should create a new, unzipped folder.

Within the new folder, locate the index.html file. Double click this to open this in your default browser. (See “Supported Browsers” for a list of browsers that can be used).

Alternatively, right click and select “open with” in the menu to select non-default browsers to run the program.

The default browser may also be changed in the system’s settings.

Enjoy the game.

# Gameplay Instructions

○ Detailed instructions (including screenshots or diagrams) for each feature of  
the program, targeted at new users  
○ May include rules of play or background information

## The box (i.e. the player)

You, the player, will be represented by this beautiful yellow box.

A yellow square in a grey room

Description automatically generated

Depending on the state of the box (see “Basic Movement”, “Death”), the box can also change colours.

A yellow square on a gray background

Description automatically generated A square in a grey background

Description automatically generated ![A blue square on a gray background

Description automatically generated]() A group of squares on a grey background

Description automatically generated

The goal of the game is to utilise various movement options on the box and let the box reach the end of each level.

## basic movement

All of the following movement options assume that gravity pulls downwards.

### Left & right

By pressing the left arrow key on ground or in air, the box will move leftwards. Similarly, pressing the right arrow key on ground or in air will result in the box moving rightwards.

### Jumping

When on solid ground (see “Obstacles), pressing the up arrow key will allow the box to jump upwards.

### fast fall

When in the air, holding the down arrow key will allow the box to fall downwards faster.

## Gravity

## Death, respawn & level completion

## Obstacles & objects

### the box (i.e. the player)

### Walls

The solid black rectangles closing off the majority of the level are walls.



Upon touching walls, the

## Advanced movement & other niche mechanics