

Hues in the Air Game Manual

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1 Starting the game

The Main.java file is responsible for the launching of the game. It can either be launched with the jar file generated by Gradle or from your favourite IDE. The following arguments will be considered correct by the program, leading to a successful launch:

- `client`
- `client serverIP:serverPort`
- `client serverip:serverport username`
- `server serverPort`

UTF-8 encoding should be used in order for the program to run without any potential bugs (In IntelliJ: File>Settings>Java Compiler>Add "-encoding UTF-8" to Additional command line parameters).

2 Objective

At the beginning of a game, you are given a colour. Your goal, with your teammates, is to bring your cube to the end of levels by jumping when you are allowed to. Indeed, you can only make the cube jump if it is moving on a block of your own colour.

3 The Menu

From the menu, you can prepare your upcoming game. Three tabs are available to you: home, games and settings.

From the Home tab, you can create a lobby or join an existing one. To know which lobbies you could join, take a look at the list down below or ask in the chat if someone wants to play with you. When creating a lobby, you have

to create a password which all users will have to enter to be allowed into your lobby.

From the Games tab, you can have a look at all the games that have been played on the server up to now, or are still being played

From the settings tab, you can set the music and sfx volumes or change your username. You will also find a great credits text which you are wholeheartedly invited to read.

4 The Lobby

Once you have joined or created a lobby, you will be brought to a new page, the lobby page. In this page, you have access to two chats, one to talk with the other players in your lobby only, and the other to talk to all people on the server. You can send private messages from either of these chats.

A list of all the players currently in the lobby, including you, is displayed on the right. The colour assigned to each player is shown on the right of their username, and their status is shown on the left.

When you are ready to start a game, click the "Toggle Ready" button and wait till all your other teammates have done so. If that's the case, your game will be started automatically.

If you wish to exit your lobby to play with someone else, you can simply log out and you will be brought to the menu screen again.

5 Chats

Type in the text field below a chat and click enter to send your message. If you want to send a private message to a specific client, start your message with *@username*. Private messages are displayed in italics in your chat.

6 Gameplay

At the start of the game, players are given three lives and the game commences upon pressing the space bar. Players must press the space bar to make the cube jump, but only when it lands on a block of their own color. If the cube lands on a white block, it dies and the players lose a life. The game continues until all lives are lost. After completing a level, players receive extra lives based on the level's difficulty: one for easy, two for medium, and three for hard. However, players can have a maximum of ten lives, preventing them from easily accumulating lives in easy levels and easily completing hard ones. To win a level, players must reach the coin. Upon completing a level, players are immediately placed into the next one so they can try to win as many levels consecutively as possible. Once the game ends, players can view the highscore list to see how their performance compares to others. The highscore list ranks games based on the number of completed levels.

7 Assets used in the game

7.1 Fonts

Hues in the Air uses the fonts Bebas Neue and Raleway. Both of these fonts are available available under the SIL Open Font License, which allows for free use, modification, and redistribution, as long as certain conditions - which we agree to comply with - are met:

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Since we have neither modified the fonts, nor are planning to redistribute them, we are confident that we have not violated any of the policies stated by OFL. If you wish to read further about these conditions, please refer to `fonts/OFL.text` in the resources folder.

7.2 Sounds

The clicking sound effect which we use when hovering the mouse over a button was recorded on a mobile phone and edited using GarageBand on Mac. No pre-existing sound samples or loops were used, so this sound effect is free of copyright.