User Guide

Chad's Challenge

Brett Mitchell
Kane Stone
Peter Mitchell
Phil Lavender

The Main Menu

When the user opens Chad's Challenge they will be on the main menu of the game. From this menu they will be able to choose from a number of options including starting a new game, continue a game, starting the level editor, select a level to play, see the help screen, see the credits or exit the game.

Figure 1 : The Main Menu

The Level Selection Screen

When the user opens the level selection screen they will be able to play any levels they have unlocked or created, when selected these levels will show the high scores, if available. The user will also be able to edit levels they have created but not the levels that come with the game.

Figure 2 : The Level Selection Screen

Playing the Game

When the user begins a new game of Chad's Challenge they will appear in one of the levels, once inside a level they must navigate their way around the hazards of the level whilst collecting coins. In order to navigate through the level the user may use either the arrow keys if using the keyboard or left thumb stick on the game pad. The user must collect all of the coins in a level in order to bribe the guard and reach the exit, whilst Chad is collecting the coins he must avoid hazards, including monsters and blocks such as fire. During the game the user may also collect a number of other items which will assist them by allowing them to move freely across other blocks, these items include the fire boots. Chad may also find keys depending upon the level; these keys will be able to open the locked door which matches their colour.

Figure 3 : A screenshot from "The prison" level

Monsters that may be encountered include:

- Assassins: They will mercilessly hunt you. Avoid at as long as possible!
- Moving statues: Keep your eyes peeled you never know where something might come to life.
- Patrolling guards: They will follow their paths guarding their territory. They also move faster than the player does so keep out of their way.
- Rats: These vermin will attack you if you get in their way.
- Imps: These crafty little things will steal keys and run away with them. Their skin colour mutates to show the colour of key that they have. Catching up to the imp will grant the player the key, but the imp will run off to find its next prize.
- Archers: These stationary sentinels stand guard waiting for the order to fire and do not hesitate on command.

There are many other tricks and traps in the game, to not spoil the game it is best that the you the player try out everything yourself and discover what each different block can do.

The Editor

When the user opens up the level editor they will be presented with a blank level which they can add items to in order to challenge their friends. The user will be able to select which block or monster they are laying by using a combination of the Q, W, E, A, S and D keys or the d-pad on the gamepad controller. When using the d-pad on the game controller the up and down directions swaps between the types of things the user can edit, the left and right directions allow the user to change the tile or monster currently selected, the player can then use the shoulder buttons to change the facing. For the keyboard the user uses the W and S keys to swap between the groups of objects, A and S to change the tile or monster and Q and E to select the facing. Once the user has selected the object and facing they can press the spacebar on the keyboard or the A button on the gamepad which will place the object. When removing a tile or monster the user must use the B key on the gamepad and the delete key on the keyboard. The user will also be able to set the time that the user has to complete each level. When the user wants to test the level they have created they can press F3.
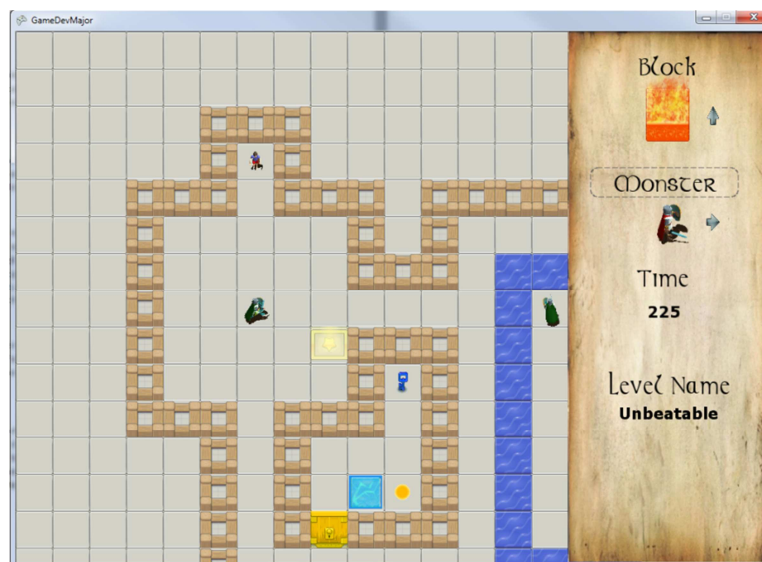

Figure 4 : A screenshot from inside the level editor

Blocks

Most blocks should be apparent in what they do from their image or having interacted during play. There are a number of blocks that require special interaction in the editor to place them.

- The Trap, Monster Spawner (sewer), and Archer: For these tiles you should choose the mode (facing) that you want to place the tile with. Once you press the place object button a prompt will appear at the top of the screen indicating you must select a location for a button. Select another different square to match a button to the object. Removing either of the objects in any of these pairs will automatically remove both while in the editor mode. Note that the tiles will not appear till both positions are selected.
- Portal: The portal block like the above needs the selection of a second point before graphics will appear. The difference though is that you may chain placing portals. To finish the chain

of portals you must select a position where an existing portal graphic is. The message prompt will indicate this to you. Each portal will only appear once each one has a target.

Monsters

Most monsters (except the two movable blocks) can have a direction they start facing. This is all that needs to be set except for the patrolling guard. The patrolling guard when placed allows selection of a number of points that the guard will patrol around. The guards starting location is automatically part of the set of points. The guard will not be shown until all points have been placed and the player has pressed the button as indicated at the top of the screen. It should be noted that the guard will use path finding to find the shortest route to a point.

There are very few limits on what is allowed in the editor mode, so it is up to you to make the most of this and develop incredible levels. These levels you can get your friends to play too and see if anyone is able to pass your best creations.

Keybinding List (Keyboard)

Game and Menus	
Movement / Menu Navigation	Arrows
Select Options and Start Level	Enter
Pause / Go Back	Escape
Enter Editor from Level Select	E
Mute / Unmute Music	M
Increase Volume	+
Decrease Volume	-
Full Screen	F1
Restart Level	F2
Change from Editor to Playing level	F3
Level Editor	
Move Cursor	Arrows
Cycle Main	W and S
Cycle Monsters / Tiles / Time	A and D
Cycle variations / facing	Q and E
Place Player Start Position	R
Toggle between fill and normal placement modes	F
Complete patrolling guard path placement	K
Place block or Monster	Spacebar
Remove Monster/Block	Delete

Keybinding List (Gamepad)

Game and Menus	
Movement	Left Thumbstick
Menu Navigation	D-Pad
Select Options and Start Level	A
Pause	Start
Enter Editor from Level Select	Y
Go Back	B
Level Editor	
Move Cursor	Arrows
Cycle Main	D-Pad Up and Down
Cycle Monsters/Tiles/Time	D-Pad Left and Right
Cycle variations / facing	Left and Right Shoulders
Place Player Start Position	Y
Toggle between fill and normal placement modes	X
Complete patrolling guard path placement	X
Place block or Monster	A
Remove Monster/Block	B