

# Chad's Challenge: README

## Back Story

One day, Chad found himself procrastinating. Instead of diligently completing his Computer Game Development assignment, he spent all his time, ironically, playing video games on his Xbox 360. Weeks flew by without Chad making any progress on his major submission, a computer game. Finally, spurred into last minute action, Chad decided to do some work. At around 3am Chad fell asleep at his keyboard....

<<cue dramatic music>>

The next thing Chad knew, he was involved in the very game he was creating; trapped in a medieval labyrinth, fighting for his very survival armed only with his reflexes and questionable brainpower. Perhaps he is dreaming, perhaps not; either way...Chad must escape!

## Starting the game

To simply begin playing the game you can do this by opening the Chads Challenge folder. Then execute ChadsChallenge.exe and select New Game from the main menu to begin. The arrow keys for the keyboard and the left thumbstick on the controller are all that are needed to control Chad. To find out more information about playing the game you should read the supplied User Guide. It provides more detailed information about the contents of the game.

## Contents of this disc

- \* This readme
- \* A user guide
- \* The game summary
- \* The game application
- \* The complete source code and assets
- \* A video demonstrating the first 8 levels
- \* A video demonstrating sped up creation of a level

## Notes about the application source code

The application has been developed with XNA 4.0 using VS2010 professional edition. The game has not been tested with earlier versions, but it is expected that it should work with earlier version. If a copy of the source code exported to an earlier version of XNA or VS is desired please contact us for further information.

## How to pass level 9 and 10

If you are stuck on passing level 9 and 10 as these were not included in the video here is how they may be passed.

### Level 9:

1. use 7 blocks ONE AT A TIME to push them into big water straight down centre.
2. use 8th block that doesn't have fire to push it onto red button
3. follow path down to far end and get flippers
4. swim down south get red key
5. swim all way back to start and get coin
6. go back and use red key to open door
7. continue swimming past thieves
8. use green key

9. use portal
10. go up one and then into right portal (top right)
11. collect everything and exit through the one way you can go
12. go south into next portal
13. collect everything and exit
14. go west into next portal
15. collect everything
16. exit and go north into last portal
17. avoid guards and get coins
18. then straight to exit

#### **Level 10:**

1. it is possible to use standing on the toggle blocks to pass the level getting across - basically using this way you have to do it very very slowly
2. fast way is that the top 3 separating wall bits between the guards are actually disappearing walls
3. just follow through in order of keys and pass level

#### **References**

The general credits are in the game via the credits menu item. Some assets have been created specifically for the game by the development team and some have used assets externally. The following list identifies assets that have been used in the development of this game.

Portal:

<http://3.bp.blogspot.com/-Zwchgo7rfnE/TVqoVDfidSI/AAAAAAAAADkU/dtnkkO-Nnio/s1600/portal.jpg>

[http://gregorybransontrentsghosthuntersblog.blogspot.com/2011\\_02\\_01\\_archive.html](http://gregorybransontrentsghosthuntersblog.blogspot.com/2011_02_01_archive.html)

Bomb:

<http://www.psdgraphics.com/icons/psd-black-burning-bomb-icon/>

Parchment background:

<http://www.layoutsparks.com/1/250393/parchment-book-brown-pattern.html>

Music (note that music is used with specifically requested permission):

<http://jaredkraft.com/contact>

Planet Cute Blocks [we modified some to suit]:

<http://www.lostgarden.com/2007/05/dancs-miraculously-flexible-game.html>

Celtic Font

<http://www.fontspace.com/sam-wang/celtic>

Sprites: player, monsters

<http://www.reinerstilesets.de/2d-grafiken/>

RIP Chad Tombstone:

[http://www.wpclipart.com/holiday/halloween/graveyard/epitaphs/blank/Tombstone\\_squared\\_blank.png.html](http://www.wpclipart.com/holiday/halloween/graveyard/epitaphs/blank/Tombstone_squared_blank.png.html)

Castle for background:

<http://www.travlang.com/blog/bamburgh-castle-known-for-its-majestic-and-magnificent-splendor/>

Xbox 360 controller:

<http://hillsdistrictconsolemods.com.au/images/source/WhiteX360Controller1.jpg>

Keyboard graphic:

[www.bristol.ac.uk/it-services/learning/documentation/keyboard-1/keyboard-1r.html](http://www.bristol.ac.uk/it-services/learning/documentation/keyboard-1/keyboard-1r.html)