**Game**

Goal: Gather all the memories in order to progress to the next level. The amount of memories differs for each level. Player will need to switch between two states (physical and ghost) in order to solve puzzles to gather memories. Memories may be collected from either state but certain blocks and enemies may hurt the player in one state and not in the other.

Input is from keyboard only

When the player switches states between states, all deadly objects and enemies that were visible in the previous state will no longer be visible or lethal to the player while the player is in the current state. Colliding with such enemies or deadly objects while in the current state will cause the player’s state to switch.

[ESC] - In any state the Escape key will bring the player to the pause menu.

Physical controls:

A – Move left

D – Move right

[SPACE] –Jump (Holding down the spacebar will allow the player to jump higher and leap farther)

While alive, the player may pass through the physical phase blocks (blue rose bush)

And will not be able to pass through the ghost phase blocks (red rose bush)

Both physical enemies move left and right. One enemy will charge towards the player if the player

Is within range of the enemy and the enemy is facing the player.

Ghost controls:

W – Float up

A – Float left

S – Float down

D – Float right

While dead, the player may pass through ghost phase blocks (red rose bush) and will not be able to pass through physical phase blocks (blue rose bush).

One enemy moves up and down, the other moves left and right.

Pause menu:

-Game is paused while in the pause menu.

Restart: Allows the player to restart the level if he/she is stuck or wishes to slow down or speed up the movement of the enemies if too unfavorable. (Enemy speed is random)

Return: Allows the player to return to the game.

Main Menu: Allows the player to return to the main menu. Doing so will return the player to the first level upon playing the game again.

Main menu:

Play: Starts the player off at the first level from the level folder.

Help: Brings the player to the help menu which details the controls.

Credits: Shows who made the game.

Exit: Allows the player to exit the game.

Instructions on installing:

**Map Tool / Level Builder**

The Map tool consists of a large text box and some buttons. You can create the level by inputting in certain characters to spawn objects at that location within the game. The hyphens represent empty spaces.

*Help Button*- Displays a box that gives brief instruction for the tool

*Text Box-* This is where the level will be created. You will see a series lines that are punctuated by n’s. **Do not delete these. The tool will stop you if you try to save without the proper amount of n’s (14 n’s to be precise)** . **These are so that the reader in the game knows when to read the next line.**

*Clear Button-*  Resets the Map box.

*Export Button-* Click to choose a place to save the text in the box as a .txt.

Note: Provided that each object is size 50x50, you should be able to fit 19 objects on one line, with 14 lines in general.

//DO NOT DELETE ANY n's //

//THAT TELLS THE READER TO MOVE TO THE NEXT LINE//

Key:

//General//

Note: Provided that each object is size 50x50, you should be able to fit 20 objects on one line, with 14 lines in general.

Key:

//General//

@ - Player

m - Memories

//Blocks//

x - General floor blocks

f - General floating blocks

~ - Deadly block 1 (Ghost)

! - Deadly block 2(Ghost)

d - Deadly block 1 (Physical)

D- Deadly block 2 (Physical)

B - Physical Phase blocks

p - Ghost Phase Blocks

//Enemies//

^ - Ghost enemy Up/Down (Starts Up)

v - Ghost enemy Up/Down (Starts Down)

< - Ghost enemy Left/Right(Starts left)

> - Ghost enemy Left/Right(Starts right)

{ - Physical enemy (Starts left)

} - Physical enemy (Starts right)

] - Charging Physical enemy (Starts right)

[ - Charging Physical enemy (Starts left)

//Other//

n - Signals the reader to move to the next line

***All other characters will be ignored***

***Requires monogame to play:*** [***http://www.monogame.net/2014/04/07/monogame-3-2/***](http://www.monogame.net/2014/04/07/monogame-3-2/)

**Other**

*How to deal with Solution error with .dll*

1. Remove the old one from the project
2. Right click on project name in the list
3. Click “Add Existing” in the menu that comes up
4. In the dialog box that comes up, find the following: ProgramFiles(x86)/Monogame/v3.0/Assemblies/WindowsGL/sdk.dll
5. Click OK and the problem should be resolved.