**USER MANUAL FOR CRAZY CRICKETING CHAMPS**

This game is a batting-based cricket game with music and relevant crazy messages and sound at required instances. The game starts by opening the application file “main.exe”

System Requirements:

Preinstalled with SFML Library

RAM up to 8GB for better game experience

Game Concept:

The game begins with a welcome message which provides the main ideology behind the game and in the help window back story of game has been mentioned. Some kids playing cricket in their ground unfortunately gets bullied by some elder players and were kicked out from their own ground. You are a player with amazing cricket skills referred to as “CHAMP” who is going to help these kids in getting back their ground by challenging the elder players.

The elder players give you some target to hit as per the level you select

|  |  |  |  |
| --- | --- | --- | --- |
| Levels | Overs | 2 Overs | 5 Overs |
| Easy | | 12 – 17 Target | 25 – 31 Target |
| Medium | | 17 – 21 Target | 31 – 41 Target |
| Hard | | 21 – 25 Target | 41 – 51 Target |

Chasing the opponent’s target within the given wickets, limited number of balls is the main objective of the game.

How to Play:

**All operations in this game are performed using keyboard.**

To operate main menu and Levels Window:

Use UP and DOWN arrow keys to navigate

Press Enter to select the option as per your choice

In Help and About Window:

Press ESC to go to main menu window

In the Game Window:

|  |  |
| --- | --- |
| Keyboard Key | Player Movement |
| A | Moves Left |
| D | Moves Right |
| Q | Moves Diagonally Left (More Angle) |
| W | Moves Diagonally Left (Less Angle) |
| E | Moves Straight |
| R | Moves Diagonally Right (Less Angle) |
| T | Moves Diagonally Right (More Angle) |

Press ESC to go to main menu window in the middle of game

Use A, D and Q, W, E, R, T keys to set appropriate position for the batsman such that the bat get ball undergoes direct collision after ball pitches on the as per the time of collision the score is given accordingly. The scores possible are 1, 2, 4, 6 runs. If ball misses the bat and directly hits the wicket player loses a wicket and if ball goes wide bonus score is given.

To Close the Game:

Go to Main Menu Window and Select Close option and press ENTER to quit.

Game Conclusion:

If the player achieves the target before runs out of wickets and balls **He wins**

The Elder players being amazed of Champ’s game decides to be friends with and kids and requests Champ to mentor them

If player loses, he gets encouraged by the children to play another game and try again to get their ground back