

User Manual

This is my personal project for PVJ course, this little 2D sandbox game inspired by Terraria, built in Java with JavaFX. Using this engine, you can - dig tunnels, build cool structures, gather banana and other items, craft gear, chat with NPCs called Bro, hop across multiple levels and generate yours unique map using TerrainGenerator class.

What You Need

- **Java 11+** installed on your machine
- A Windows, macOS, or Linux system
- A screen resolution of at least **1280×720** (but we run best at 1720×820!)

How to Get Started

1. **Download** the ZIP from our release page and unzip it anywhere.
2. Open a terminal or command prompt inside the unzipped folder.
3. Type:

```
java -jar GameApp.jar
```

Voilà! The game window will pop up, and you're ready to play.

Controls Cheat Sheet

Key/Button	What It Does
A / ←(LEFT)	Move left
D / →(RIGHT)	Move right
W / ↑ / SPACE	Jump
E	Interact with NPC

C	Open/close craft menu
ESC	Open/close pause menu

Gameplay Mechanics

- **Mining & Building:** Left-click to mine a tile, right-click to place a dirt tile.
- **Inventory:** Displayed in the top-left corner, shows item IDs and counts.
- **Crafting:** Press C to open crafting, navigate recipes with ↑/↓, confirm with Enter.
- **NPC Interaction:** Approach an NPC and press E to open dialogue. Press E again to advance or close.
- **Level Transitions:** Walking off the left or right edge loads the previous or next map file.
- **Saving & Loading:** In the pause menu, select 'Save' or 'Save & Quit'. After winning, the game clears saves and exits automatically.

Quick Tips

Ask Bro(this is your friend Gorilla) for help, make sure you are next to him close enough to manipulate and then press the “E” button, swipe messages by clicking “E” button.

Aim of the game to became Monkey King. Enjoy!