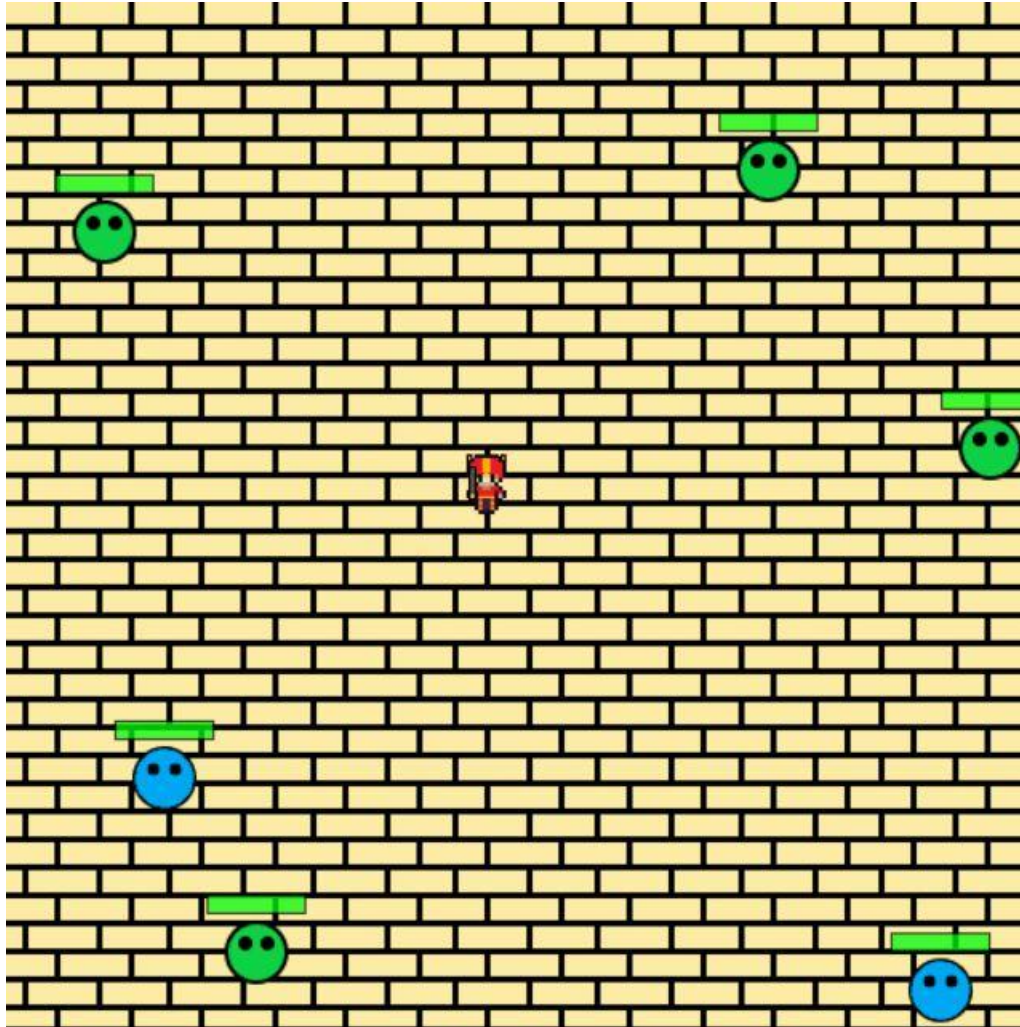


Slime Arena

User Manual and Testing Document

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Story:

In the magical land of Fateslandia, slimes are a commonly found creature. The creatures are weak and plentiful, almost to the point of being considered pests. As such, people started rounding them up for group exterminations. This would later turn into the “Slime Arena,” a popular form of entertainment where daring warriors try to kill as many slimes as they can under a time limit.

Objective:

Players have 60, 90, 120 or 180 seconds (depending on the option they choose) to rack up as many points as they can by killing slimes. Kill a slime by touching it and pressing the attack button to do damage, once its health is depleted the slime will die. Once the time is up, they can try again for a new high score, or go back to the main menu to select a different character, map or time

Controls:

Players use the arrow keys to move and the space bar to attack. This is also explained on the main menu, along with the effects of items that can spawn during the game that help the player.

Heads Up Display (HUD)

A heads-up display containing useful information to the player can be found at the bottom of the screen. Here they can see their current score, the current high score, how much time they have in the current match and any timed power ups that are currently in effect. The mute buttons for music and sound effects can also be found in this area, along with the pause button during matches.

Playable Characters:

There are three playable characters in the game, who all have different stats.



Yorec the Brave, warrior who fights with a sword. 4 (pixels per frame) move speed and 5 damage.



Eirika the Graceful, a beautiful lady who's quick on her feet. 5 (pixels per frame) move speed and 3 damage.



Jorge the Strong, a slow heavy hitter. 3 (pixels per frame) move speed and 10 damage, bigger hitbox for hitting enemies.

Enemies:

There are six types of slimes, which all have different amounts of health, movement speeds, numbers they'll appear in and how quickly a new one will spawn once one is defeated. Some also only appear on certain maps.



Green slime, a basic slime. Has 9 health, moves at a speed of 1 (pixels per frame) and awards 50 points on defeat. Up to 10 can be present at once and they take 1 second to respawn. Appears on all maps.



Blue slime, a tougher slime. Has 12 health, moves at a speed of 3 (pixels per frame) and awards 100 points on defeat. Up to 5 can be present at once and they take 3 seconds to respawn. Appears on all maps.



Gold slime, the toughest slime. Has 25 health, moves at a speed of 5 (pixels per frame) and awards 500 points on defeat. Only 1 can be present at once and it takes 10 seconds to respawn. Appears on all maps. Hard to kill but very valuable if you do.



Black slime. Has 12 health, moves at a speed of 3 (pixels per frame) and awards 150 points on defeat. When damaged they will teleport to a random spot in the arena to try and get away from the player. Up to 5 can be present at once and they take 1 second to respawn. Appears on map 2 (Mystic).



Purple slime. Has 12 health, moves at a speed of 2 (pixels per frame) and awards 150 points on defeat. Moves in diagonal directions instead of cardinal ones. Up to 5 can be present at once and they take 3 seconds to respawn. Appears on map 3 (Ruins).



Red slimes. Has 12 health, moves at a speed of 4 (pixels per frame) and awards 150 points on defeat. They change their direction every second instead of every 2 seconds, which combined with their faster movement speed makes their movements erratic and hard to predict. Up to 5 can be present at once and they take 3 seconds to respawn. Appears on map 4 (Lava).

Maps:

Arena: A standard map with no gimmicks. Green, blue and gold slimes appear on it.

Mystic: A strange manor with two portals that teleport the player between them. Green, blue, gold and black slimes appear on this map.

Ruins: Ancient ruins with large blocks to the sides. The blocks cannot be traversed. Green, blue, gold and purple slimes appear on this map.

Lava: A volcano with a large pool of lava in the middle. The lava cannot be traversed. Green, blue, gold and red slimes appear on this map.

Map objects:



Portals, Mystic map.



Blocks, Ruins map.



Lava pool, Lava map.

Items:

Items can appear during the game that can benefit the player. Players must touch the item to get its effects. A random item will spawn at 20 second intervals. If an item is not gotten in 10 seconds it will disappear.

2x

Double points: Doubles all points gained from defeating enemies for 10 seconds



Double damage: Doubles damage done to enemies for 10 seconds



Swift boots: Doubles player speed for 10 seconds



Magic orb: Gives 300 points, instant use



Magic blast: Deals 10 damage to all enemies on screen, instant use.

Other:

Replay

Replay button, appears once a game is finished. Click to play another game as the same character.

Menu

Menu button, appears once a game is finished. Click to return to the main menu.

Arena

Mystic

Ruins

Lava

Arena buttons in main menu, select which arena will be played on.

1:00

1:30

2:00

3:00

Time limit buttons in main menu, sets the time limit for a match.

Play!

Play button, starts a match with the selected, character, map and time limit settings.



Music toggle button, mutes and unmutes the music. Found in the bottom left corner of the game window at all times.



Sound effects toggle button, mutes and unmutes the sound effects. Found in the bottom left corner of the game window at all times.



Pause button during gameplay. Found in the bottom left corner of the game window during main gameplay only.

Test Plan

User clicks on character on main menu	That character will be selected to play as, with an arrow beneath them to indicate such (Warrior is the default upon booting the game up)
User clicks on a map button on the main menu	That map will be set to play on, and the button will have a blue border in indicate such ("Arena" is the default upon booting the game up)
User clicks on a time limit button on the main menu	That time limit for the match will be set, and the button will have a blue border in indicate such (One minute is the default upon booting the game up).
User clicks on the "Play" button on the main menu	Starts a match with the selected, character, map and time limit settings (Warrior, "Arena" map and one minute time limit are defaults if none are selected by the user).
User presses arrow keys on keyboard during a match	Player character will move in the corresponding direction(s)
User presses space bar during a match	The character will swing their weapon around them, damaging any enemies within the swing radius when the space key was pressed (the swing animation is more to give the player better feedback on their attack range and cooldown, not the timing of the attack). Players must wait about half a second before they can attack again.
Enemy takes damage from a player attack	Enemy health will decrease based on player damage and current damage multiplier. Their health bar will decrease in size and its color may change depending on how much health the enemy has left (% based, HP > 60% has a green bar, HP <= 60% has a yellow bar, HP <= 30% has a red bar).
Player touches an item during a game	<p>Player will receive the item's effect. Timed power ups will have an icon appear in the HUD at the bottom of the screen to indicate that they are active.</p> <ul style="list-style-type: none"> • Double points: Doubles all points gotten for 10 seconds (excludes points from the "Orb" item) • Double damage: Player attacks deal double damage to all enemies for 10 seconds. • Boots: Player movement speed is doubled for 10 seconds. • Orb: Gives the player a 300-point bonus. This value is unaffected by the "Double points" power up being in effect. • Magic blast: Deals 10 damage to enemies on screen.

Player does not collect an item that has spawned	If a player does not collect an item in 10 seconds once it has spawned, the item will disappear and cannot be collected.
User selects "Replay" button after a match	A new match will start with the player as the same character, map and time limit settings as before
User selects "Menu" button after a match	User will be brought back to the main menu screen where they can select different match settings.
User clicks the "Music toggle" button at any point during the game	Music will be muted/unmuted
User clicks the "Sounds toggle" button at any point during the game	Sound effects will be muted/unmuted
User clicks the "Pause" button during a match	The game will pause, causing the player inputs to not do anything, enemies will stop moving and the timer will stop. An icon will appear at the center of the screen to indicate that the game is paused. Click the pause button again to un-pause.