**JUMP COIN**

User Manual

**Buttons:**

1. Left/Right Arrow Buttons:

* Press and hold to run in the designated direction
* Hero will slide when button is lifted
* Cannot move past the edges of the screen

1. Jump Button:

* Press to Jump
* Cannot be pressed if Hero is already in the air

1. Coin Button

* Press to spawn a coin in a random location above the platforms
* Coin will disappear after three seconds (Time displayed on-screen)
* Coin button icon will change if camera is used

1. Camera

* Press to open the camera and take a picture to replace the coin when Coin is pressed (will replace Coin icon as well)

**Movement:**

* Hero’s speed will increase to a maximum when a direction button is held
* Hero can jump once and will not be able to jump until landed, either on ground or platform
* Hero can jump through the bottom of the platform and will land on top of it
* Hero will slide to stop once you let go of direction button

**Objective:**

* Press the Coin button to spawn a coin
* You have three seconds to move the Hero to the location of the Coin
* If Coin is grabbed before time runs out, a “Hit” is added to the counter
* If Time runs out before Coin is grabbed, a “Miss” is added to the counter

**Features:**

* Music plays in the background on a loop
* Hero’s movement is animated dependent on how long a direction button is held
* Animation will persist until Hero stops moving
* Coin is animated in a spinning motion