Super File Bros

Tristan Schieler
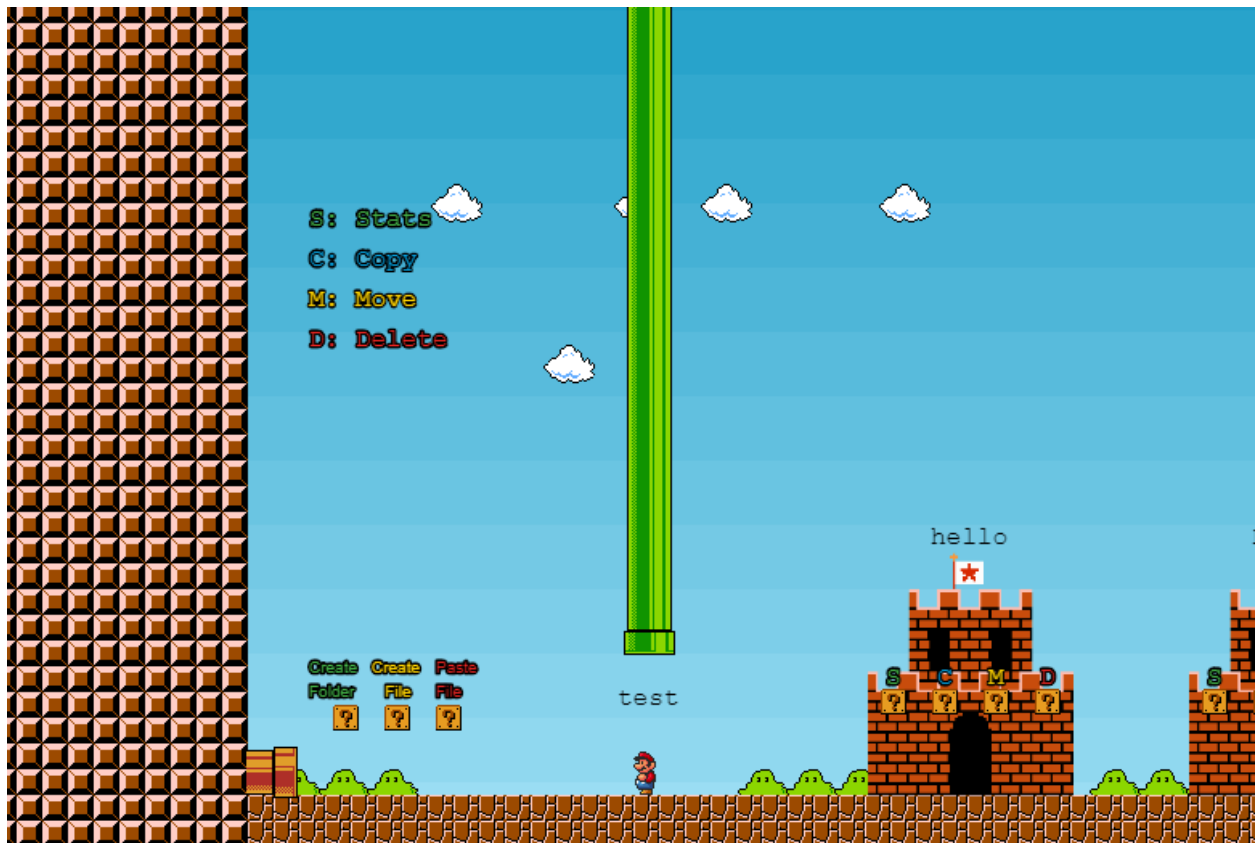
S: Stats
C: Copy
M: Move
D: Delete

Create Folder
Create File
Paste File

hello

test

S C M D   S

Table of Contents

Install / Run

To install packages for the game type 'npm install' into the console.
To run the game type 'npm start' into the console.

Moving

Mario uses the arrow keys to move in this game:
- Up arrow jumps
- Right arrow walks right
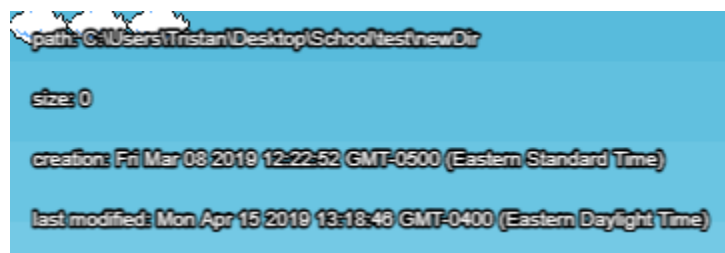- Left arrow walks left

Pipes (Directories)

Directories are represented as pipes in this game. The pipes are upward facing along the ground towards the right of the spawning point. Pressing the Down arrow while on the pipe will create a new level based on that folder.

Pipes have two boxes above them. A box labeled 'S' and a box labeled 'D'. The 'S' box stands for states and the 'D' box stands for delete.

If you are holding the up arrow while colliding with the 'S' box a list of stats will appear on screen. This stats include the absolute path of the directory, the creation time of the directory, and the last time it was modified.

path: C:\Users\Tristan\Desktop\School\test\newDir

size: 0

creation: Fri Mar 08 2019 12:22:52 GMT-0500 (Eastern Standard Time)

last modified: Mon Apr 15 2019 13:18:46 GMT-0400 (Eastern Daylight Time)

Are you sure you want to delete this?
type yes or no

If you are holding the up arrow while colliding with the 'D' box a dialog box will appear at the top of the screen. Type 'yes' in order to delete the directory or type 'no' to keep it. Either answer will reload the current level you are in.

Go Back Pipe

This pipe is used to go back one directory. This is down by holding the up arrow while colliding with the pipe. Doing so will create a level of the directory labeled by the pipe.

Castles (Files)

Files are represented as castles in this game. The castles are along the ground towards the right of the spawning point. Castles have four boxes associated with them, they are 'S', 'C', 'M', and 'D'. The 'S' and 'D' boxes are the same as the ones for pipes, states and delete respectfully. 'C' stands for Copy and 'M' stands for move.
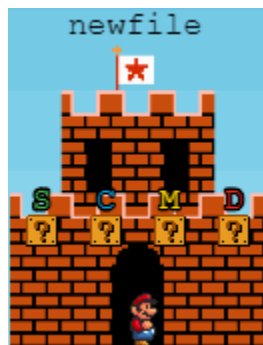
If you are holding the up arrow while colliding with the 'S' box a list of stats will appear on screen. This stats include the absolute path of the file, the size of the file, the creation time of the file, and the last time it was modified.

If you are holding the up arrow while colliding with the 'C' box you copy the path of the file associated with that box. This can be used in conjunction with the paste box talked about later in the document.

If you are holding the up arrow while colliding with the 'M' box, a dialog box will appear at the top of the screen. Type the exact path you would like to move the file to in order to move it. Type 'cancel' to keep the file where it is. Either option will reload the level.

If you are holding the up arrow while colliding with the 'D' box a dialog box will appear at the top of the screen. Type 'yes' in order to delete the file or type 'no' to keep it. Either answer will reload the current level you are in.

Paste

Towards the left side of spawn there is a box labeled Paste File. When holding the up arrow and colliding with this box you will add the file you copied earlier to the directory you are currently in. Doing so will reset the level you are currently in.
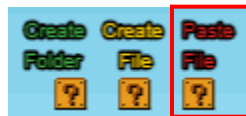
Create File

Towards the left side of spawn there is a box labeled Create File. When holding the up arrow and colliding with this box you will open a dialog box at the top of the screen. Type the name of the file you would like to create. Pressing enter will add a new empty file to the directory you are currently in. Type cancel to not add a new file. Either entry will reset the current level.

Create Folder

Towards the left side of spawn there is a box labeled Create Folder. When holding the up arrow and colliding with this box you will open a dialog box at the top of the screen. Type the name of the folder you would like to create. Pressing enter will add a new empty folder to the directory you are currently in. Type cancel to not add a new folder. Either entry will reset the current level.
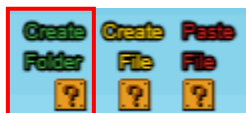
World Jump (Extra Feature)

 At the bottom left corner of every level is an orange pipe. When holding the left arrow while colliding with this pipe a dialog box will appear at the top of the screen. Type in the complete path of the folder you would like to navigate to in order to create a level of that directory. Type cancel to stay at the current folder. Either entry will reset the level.

Built with

[Phaser](https://github.com/photonstorm/phaser) - Phaser is a fun, free and fast 2D game framework for making HTML5 games for desktop and mobile web browsers, supporting Canvas and WebGL rendering.

[fs](https://nodejs.org/api/fs.html) - The fs module provides an API for interacting with the file system in a manner closely modeled around standard POSIX functions.

[fs-extra](https://www.npmjs.com/package/fs-extra) - fs-extra adds file system methods that aren't included in the native fs module and adds promise support to the fs methods. It also uses graceful-fs to prevent EMFILE errors. It should be a drop in replacement for fs.

The version of this game provided is purely for testing and education purposes. The Maker reserves the right to make small updates to this client for bug fixes. Nintendo Holds all rights for visuals used in this game