

User's Guide

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1. Getting Started

To begin playing our game, simply double click the "Thrive Life Simulator.jar" file and you will be presented a menu. In this menu, you can choose to begin playing the game, play around with options, look through controls, and exit the launcher. You will be playing as a greater being watching over the area, and you can control some elements of the game using the toolbar at the bottom. You are essential to the survival of the dinos and equilibrium is very hard to achieve, we hope you have fun watching the dinos scuttle around within the forested area and out in the open!

Please note that your settings from the previous game are saved, even if you close the game and reopen it.

2. Features

a. Movement

Use the W/A/S/D keys to move forward, left, backward, and right respectively and the UP and DOWN keys to change your altitude. To pan, you can use the LEFT and RIGHT keys to look around. You can speed up your movement using the SHIFT key in conjunction with another button. 1/2/3/4 correspond to Earthquake, Plague, Repopulate, and Add Dino, respectively.

b. The Toolbar

The toolbar at the bottom is a truly wonderful thing. From there, you have access to a plethora of things including but not limited to earthquakes, plagues, adding dinos, pausing the game. All you have to do is click to put the changes into effect. When you wish to add a dino, just click the little up and down arrows to cycle through the dinos until you find the one you like, and click populate.

c. Options

The options menu allows you to change the screen resolution and toggle the automatic population control. This is helpful in maintaining a self sufficient eco system.

3. Limitations

As amazing as our little program seems, it has, like many other programs, some limitations. Some limitations to the program include an imbalanced system that creates overpopulation and underpopulation unless artificially controlled and a lack of 3D models for dinosaurs. Further, changing the size to extremes can detriment the viewer's experience.