

MAN Studios  
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ICS4U  
1/18/17

## **User Guide for BattleArena**

### **Installation Guide**

#### **Running the Program**

1. Download the JAR file named BattleArena
  - If downloaded in a zip file, make sure to unzip all the files.
2. Double click on the JAR file to run the application.

#### **Purpose**

- This game's purpose is to provide a quality video game, delivered on time and bug free, to those deprived of fun in their lives.
- Users will be able to play against a friend in a 1v1 battle, and will be able to record which user was the more accurate. Local all time accuracy high scores are viewable as well.

### **Key Features**

- **BitMap Font**
  - A novel font used to display text within the game
  - Text has a "shadow" for aesthetics
- **Collision detection**
  - Utilizes custom libgdx methods for precise hit detection
- **Framerate independent movement**
  - Scales movement based on the length of time between frames
  - Allows for smooth gameplay visuals
  - For example, if framerate drops to half of what it usually is, the user will not experience lag because of this scaled movement. Instead, the feature would also scale the movement behind the scenes to match the framerate, keeping the transition smooth.
- **High Scores**
  - Records high scores in terms of accuracy
  - Utilizes sorting
- **Sound effects**
  - Unique battle music (Naruto - Rising Spirit)
  - Hitmarker noise
  - Collision sound

## Tutorial

This tutorial will explore every aspect of BattleArena, allowing you to become comfortable with the application. Please begin with step 1.

- I. **START UP**
- II. **CONTROLS**
- III. **PLAY**
- IV. **GAME OVER SCREEN**
- V. **HIGH SCORES**
- VI. **CREDITS**

### I. **START UP**

When starting the game, you will be presented with an opening sequence of our game studio. Then the main menu will pop up giving you the option to:

- Play against a friend in a 1v1
- View Controls
- View High Scores
- View Credits
- Exit





Please click "Controls".

## II. **CONTROLS**

With the cursor, click "Controls" from the main menu.

This screen showcases information on how to play.

Controls:

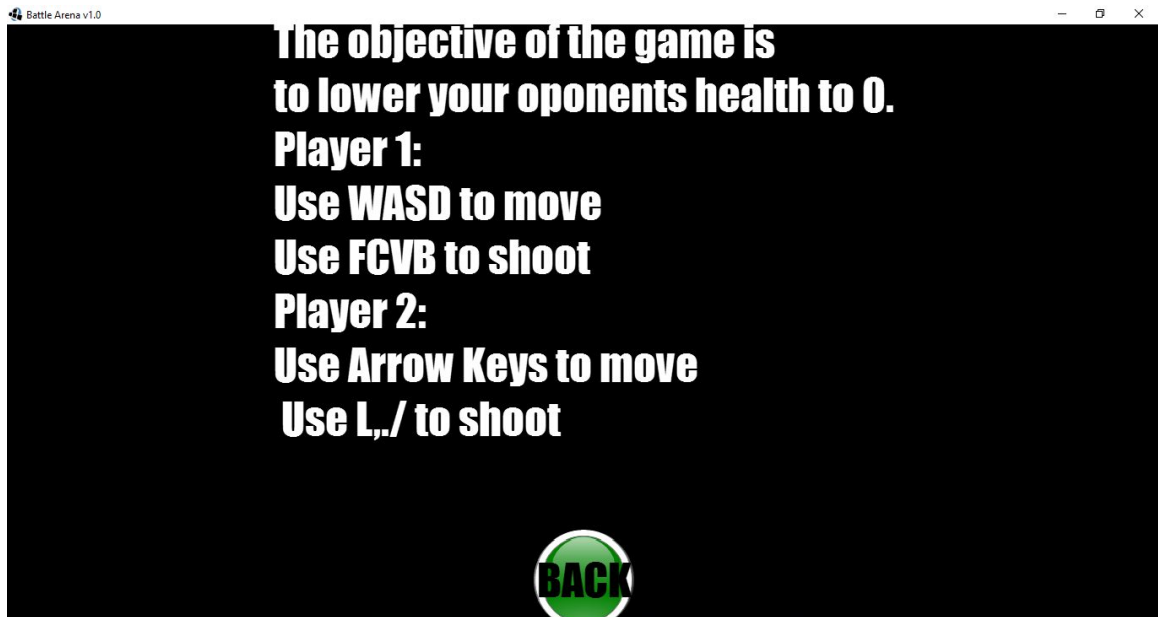
P1: WASD - MOVEMENT

FCVB - ATTACK

P2: UP, DOWN, LEFT, RIGHT KEYS - MOVEMENT

L,./ - ATTACK

Click "Back".



### III. PLAY

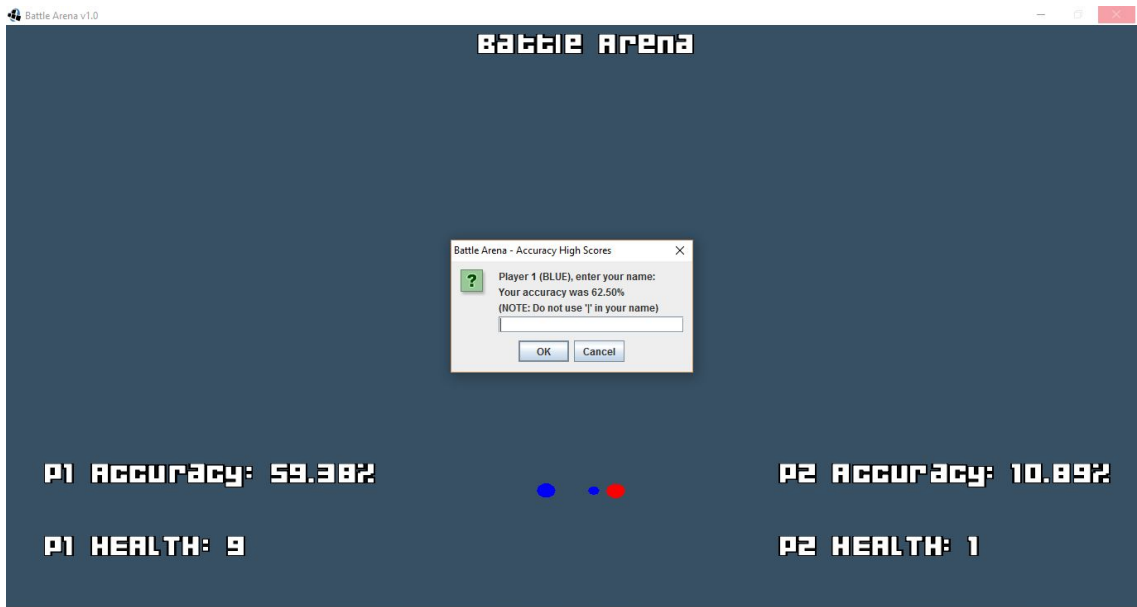
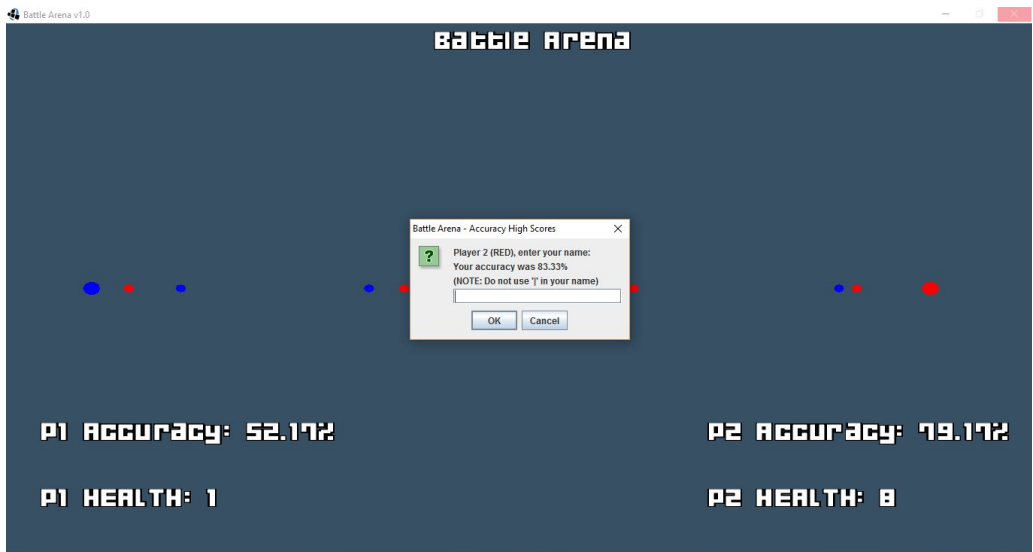
Please click "PLAY". Here you can play the game. Refer to the instruction sheet for controls. When a player's health reaches 0, then the game over screen will appear.

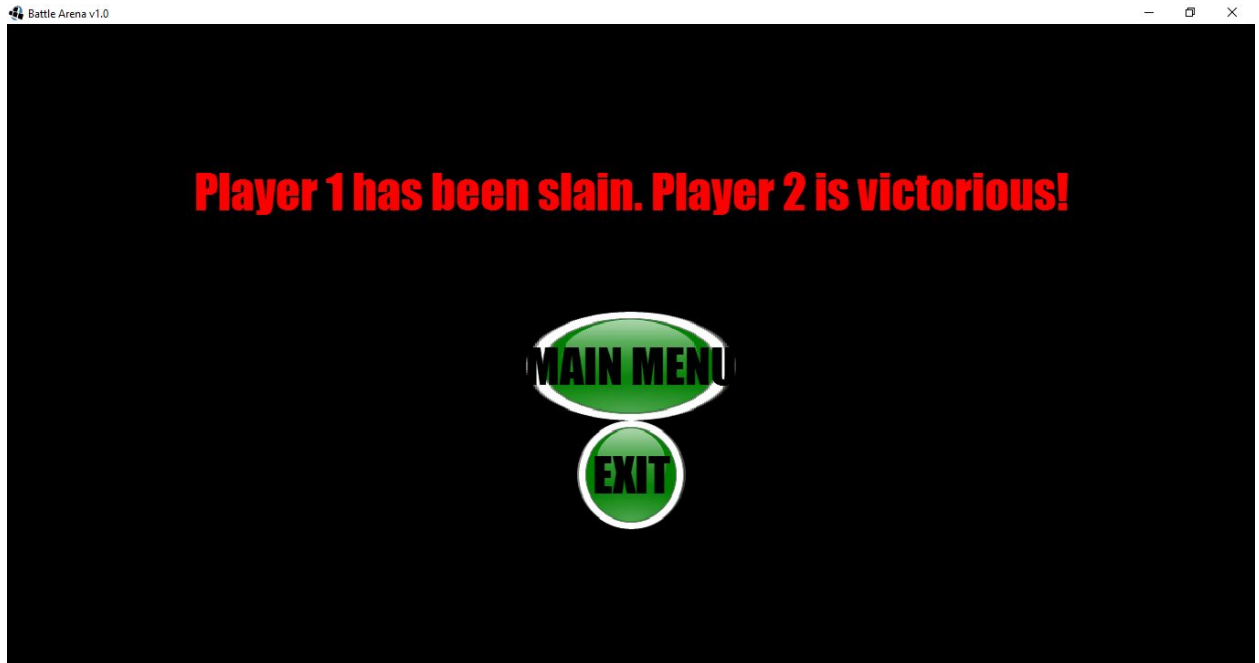


### IV. GAME OVER SCREEN

This screen showcases the outcome's information to the user. This screen will showcase

which player won and which player lost. In addition, the users will be able to save their accuracy percentage under a given username within a highscore list.





You now have the option to return to the main menu or exit. For the purposes of this tutorial, please click the option "Main Menu".

#### V. HIGH SCORES

Please click High Scores from the main menu.

Within this section, a list of high scores in terms of highest accuracy percentage is showcased.



Please click “back”.

## VI. **CREDITS**

Please click credits from the main menu.

Here you can view the roles of each team member in the project.



To return to the main menu, click “back”.