

User Manual

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Contents

What is Parody	2
Player	2
Game Setup.....	2
Main Menu.....	3
Start a Single Player game	3
Start a Multiplayer game	3
Level Selection	3
Help	3
Exit.....	3
Gameplay	3
In game controls	3
In game screen.....	4
Win Condition	4
Single Player.....	4
Multiplayer.....	4
Credits	5
Development and Designers.....	5
Animation.....	5
Sound	5

What is Parody

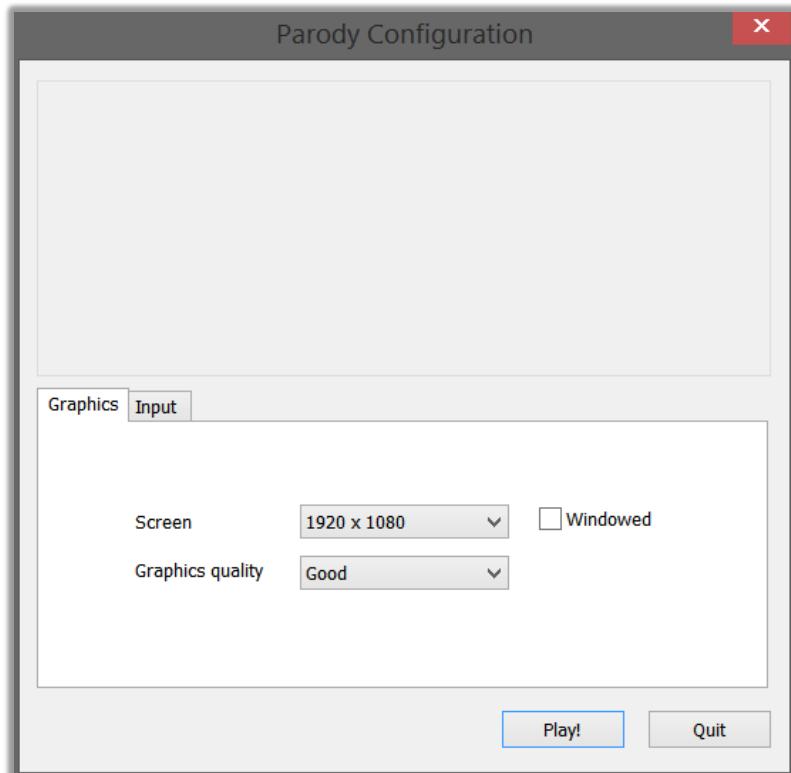
Parody is a 3D first person shooter with minor puzzle elements. Thematically, each level will attempt to emulate a different game genre, and will subtly parody certain clichés common to each of these genres. Supporting both single player and multiplayer modes, single-player consists of 3 distinct stages each themed after a different game genre, while multiplayer mode is deathmatch where 2 players face off against each other from separate computers.

Player

Throughout the single player mode of the game you play as an AI game testing robot, some games have been infected by a virus spreading bugs across all their environments. It is your job to navigate through the different worlds, repair the games by destroying the bugs and avoiding the games defences. Finally you will come face to face with the virus to end the game

Game Setup

To run this game simply double left-click on the Parody.exe file, choose a desired resolution from the dropdown box displayed and click Play.



Main Menu

[Start a Single Player game](#)

This is the main story mode of the game, comprising of 3 levels with the first representing a tutorial, click on the “Single Player” button to begin this mode

[Start a Multiplayer game](#)

Allowing a 1 v 1 deathmatch, where two players are able to player against each other on different computers. The winner of this match is the person who reaches the threshold score the fastest. Click on the “Multiplayer” button to begin this mode

[Level Selection](#)

Providing a list of all levels, allowing the player to skip into a different part of the game environments. Click on the “Level Selection” button to begin this mode

[Help](#)

Simple help screen providing some simple FAQ answers to the player. Click on the “Help” button to begin this mode

[Exit](#)

Allowing the player to easily exit the game. Click on the “Exit” button to begin this mode

Gameplay

In game controls

- W Forward Movement
- A Left Movement
- S Backwards Movement
- D Right Movement
- E In game interactions
- Space Jump
- Left Click Fire
- Esc Used to bring up the in game menu

The mouse is used for aiming purposes, allowing the player to focus the crosshair on different objects in the scene.

In game screen



1. Health monitor:
This will display the player's health (100 maximum, 0 minimum). On 0, the player dies.
2. Ammo monitor:
This will display the ammo total in both the clip and the total player ammo. Upon reaching 0, the player will be unable to shoot and the ammo counter will change to text saying 'reload' to indicate that the player needs to reload.
3. Objectives list:
This will display and track any objectives that the player currently has, to help the player to know what to do and where to go, or how close they are to achieving certain goals.
4. The crosshair:
Displaying where the gun is being aimed.

Win Condition

Single Player

Each level has an overall winning condition, after the bug is found the player must then avoid/destroy the game's AI defence and use the portal to progress to the next stage.

At the end of all the levels the player must defeat the boss, once done the game has been won.

Multiplayer

The player reaching the threshold score first wins

Credits

Development and Designers

- **Zac Melnick**
- **Adam Sundstrom**
- **Saleem Manjoo**

Animation

- **Saleem Manjoo**
- **Adam Sundstrom**

Sound

- **Ben van Wyk**