

Quackers

User Manual

***Note that anything highlighted in yellow has not yet been implemented.**

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The Story

The nefarious supervillain known as Goosey Goose has taken over the University of York. He has enslaved all the students and staff using the mind controlling device known as B.R.A.I.N (Brain Altering Interface Network). You, as an agent of B.E.A.K (Best Ever Agent Korporation) , are tasked to stop Goosey and his evil henchmen. You must destroy the B.R.A.I.N's and free the humans.

System Requirements

- **Operating System:** Windows 7 onwards/Linux
- **Disk Space:** 10Mb
- **RAM:** Up to 100Mb

Getting Started

Downloading and running the game

1. Download the game .zip file from: <http://teal-duck.github.io/teal-duck/>
2. Extract the game files from the .zip folder
3. Run "quackers.exe"

Controls

Menu

Mouse/WASD/Arrows - Navigate

Enter - Select

Back - Back

In-game

Mouse - Direction

WASD/Arrows- Move

P - Pause/Resume

Shift - Sprint

Space/Left click - Beak Bullet Attack (Shoot)

Right click - Quack Hack

R - Reload

Main Menu



1. **New Game:** Start a new game in the chosen mode.
2. **Load Game:** Load previous saved game.
3. **Settings:** Change settings/view instructions.
4. **Quit:** Exits the game.

In-game Menu



1. **Resume** : continue playing the game.
2. **Save** : save the current game in 1/3 slots.
3. **Quit to Main Menu:** return to the main menu.

How to play

- Navigate through overworld map to reach a level.
- Reach the goal (B.R.A.I.N device) to complete the level. Destroy the B.R.A.I.N found in each level to complete the game. Must use combination of Quack Hack and Beak Bullet.



- Kill enemies in order to increase your score

In-game screen



1. **Player:** Yellow duck
2. **Health bar:** Displays your health (5 lives max)
3. **Stamina bar:** Displays your sprint level
4. **Score:** Displays score (get combos by defeating enemies in rapid succession)
5. **Ammo:** Amount of ammo left

Enemies

Normal Geese:

- Levels: ALL
- Movement: Fixed path
- Action: One life of damage

Red Geese:

- Levels: ALL
- Movement: Random
- Action: One life of damage

Purple Geese

- Levels: 3+
- Movement: Fixed spot
- Action: Alerts nearby geese to attack player

Humans

- Levels: 2+
- Movement: Fixed path
- Action: One life of damage, it is game over if you hit them.

Overworld only enemies

Geese Flock:

- Levels: 6+
- Movement: 3 geese-wide back and forth
- Action: Takes 3 lives

Boomerang:

- Levels: ALL
- Movement: back and forth
- Action: One life of damage

Aeroplane:

- Levels: ALL (but very rare)
- Movement: one-direction sweep across the screen
- Action: Kills player on contact

Thunderstorm:

- Levels: 4+
- Movement: static
- Action: lightning strike can cause one life of damage if player is in an adjacent tile

Obstacles

All obstacles do not appear in the overworld.

Lasers

- Levels: ALL
- Action: One life of damage

Doors (The greatest threat to all duck-kind)

- Levels: All
- Action: Must be opened by a human

Items

Ammo

- Replenish +10 ammo

Health

- Replenish +1 health

Overworld only Items

White cloud:

- starts coin mini-game

Contact us

Visit our website at: <http://teal-duck.github.io/teal-duck/>

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