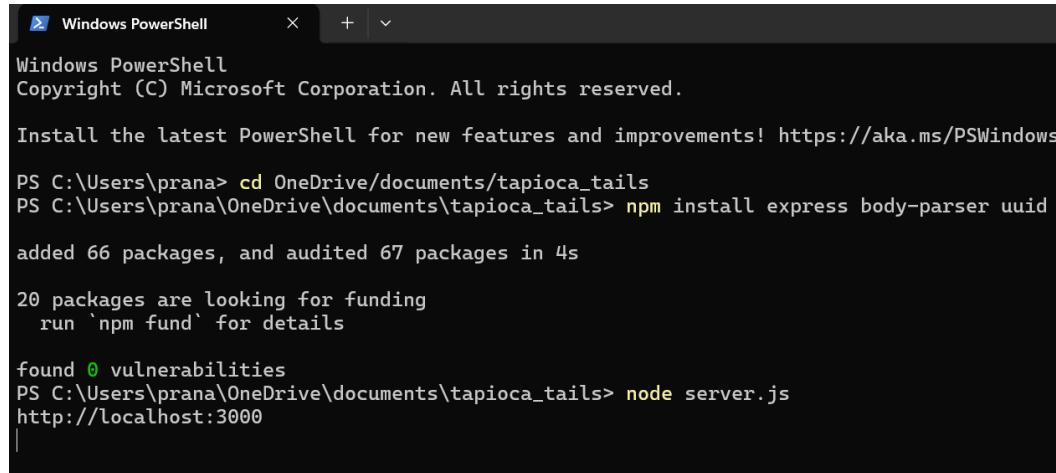


Congratulations on downloading Tapioca Tails! Follow this user guide to set up and play the game.

Setup (Windows)

1. If you have not already unzipped the file, do so now
2. Using terminal, travel to the location where you have stored your file
3. Install dependencies with `npm install express body-parser uuid`
4. Start game using `node server.js` and proceed to the link proceeded below:
<http://localhost:3000>



```
Windows PowerShell
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Install the latest PowerShell for new features and improvements! https://aka.ms/PSWindows

PS C:\Users\prana> cd OneDrive/documents/tapioca_tails
PS C:\Users\prana\OneDrive\documents\tapioca_tails> npm install express body-parser uuid
added 66 packages, and audited 67 packages in 4s

20 packages are looking for funding
  run `npm fund` for details

found 0 vulnerabilities
PS C:\Users\prana\OneDrive\documents\tapioca_tails> node server.js
http://localhost:3000
|
```

Setup (Mac)

1. If you haven't already unzipped the file, do so now
2. Open terminal on your system and go to where you have stored your file
3. Install dependencies with these lines

```
/bin/bash -c "$(curl -fsSL
https://raw.githubusercontent.com/Homebrew/install/HEAD/install.sh)"
brew install node@20

npm init -y

npm install express
```

```
Last login: Thu Dec 11 10:25:05 on ttys003
(base) abhikruthisudula@Abhikruthis-MacBook-Air ~ % cd desktop/tapioca_tails
(base) abhikruthisudula@Abhikruthis-MacBook-Air tapioca_tails % /bin/bash -c "$(curl -fsSL https://raw.githubusercontent.com/Homebrew/install/HEAD/install.sh)"
brew install node@20
npm init -y
npm install express
```

4. Start game using `node server.js` and proceed to the link proceeded below:
<http://localhost:3000>

```
(base) abhikruthisudula@Abhikruthis-MacBook-Air tapioca_tails % node server.js
Tapioca Tails dev server: http://localhost:3000
```

Choosing Difficulty

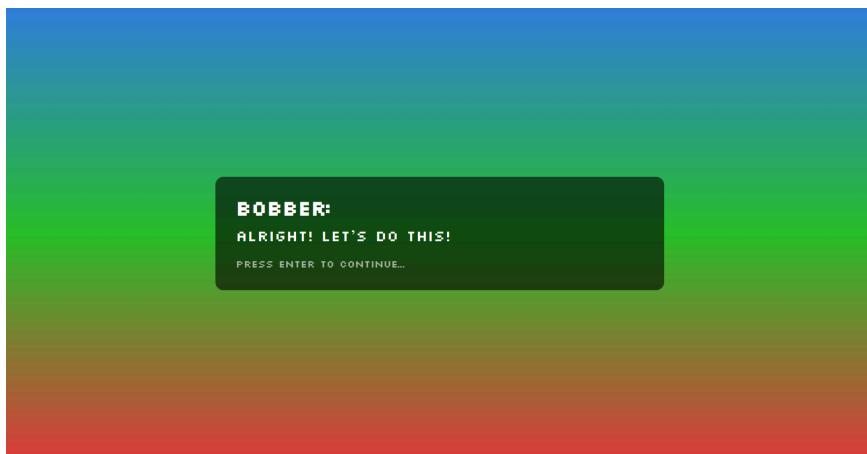
1. After joining the game, all users must choose a difficulty level
2. ‘Start Game’ cannot be clicked unless a difficulty level is chosen
3. Players can choose between easy, medium, and hard with each game mode impacting variables like car color and car speed



Dialogue

1. Clicking ‘Start Game’ leads to a dialogue section
2. To move past the dialogue section, the player must press ‘Enter’
3. Dialogue sheds light on the goal of the game

NOTE: Once Bobber says “Alright! Let’s do this!,” make sure to have a second player besides you. Tapioca Tails is a two-person game, and two players are required to fully capture the experience.



Multiplayer Component

Once the game begins, the screen will look something like this:



The split screen divides the monitor into two sides for each player to control their respective car.

Player 1 ('the car on the left') will be the focus of the left half. As they move around, that side of the split screen will follow them around. They use WASD keys to move.

Player 2 ('the car on the right') will be the focus of the right half. As they move around, that side of the split screen will follow them around. They use Arrow keys to move.

Left and right buttons correspond with turning while up and down buttons correspond with movement.

Audio

1. Audio plays whenever a car moves or turns
2. Operates as background static noise
3. Designed to add texture to the game

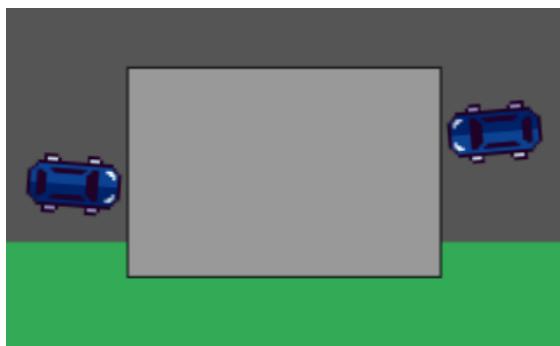
Collisions

A trademark of Tapioca Tails are the wonky collisions of which there are 3 main types:

- Player Collisions
- Building Collisions
- Game Boundary Collisions



For player collisions, as pictured above, both cars bounce back from the impact.



For building collisions, as pictured above, the buildings block and limit car movement.



For game boundary collisions, as pictured above, the cars cannot leave the game map.

NOTE: If timed right, player collisions can result in a car crashing into a building! Although they can escape the crash site, the player will temporarily have inverted controls and slow speed.

Checkpoints

The track contains a series of 4 checkpoints placed along the racing path. Players must drive through each checkpoint to “activate” it.

- The checkpoint become red if player 1 hits the checkpoint first



- The checkpoint become blue if player 2 hits the checkpoint first



- The checkpoint become purple if both players have hit the checkpoint



Once a player reaches all checkpoints in order from 1 to 4, the checkpoints reset for them.

How to Win and Lose

To win Tapioca Tails, players must finish three laps before their opponent. This metric can be seen in the top-left and top-right corners of the screen by Player 1 and Player 2 respectively.

When a player travels through all four checkpoints in order from 1 to 4, their lap count increases by one.

Once a player meets the necessary requirements, the game ends immediately and displays a win screen for them. A loose screen will be displayed for their opponent.