**User Documentation/Manual**

**-Why/How play this game?-**

“Jamal’s laboratory” is targeted towards several age groups, ranging anywhere from the age of 5 to age 18; this game has simple mechanics and instructions are very clear when starting the game. Its purpose is to deliver a fun and interactive 2D simulation where you are trying to get to the last room, and facing obstacles on the way. The obstacles include some memes from “twitch.tv” and the popular social media website “reddit.com”, and the whole theme revolves around the highly popular video game franchise of Mario by Nintendo. Since there are a variety of attracting factors of this game, the target audience for this game is huge, basically anyone who frequents social media, likes video games, and is currently in elementary or high school. The programs starts off with a loading screen where you select an option and press enter to advance, and in the ‘start game’ option, you get a few seconds to look at instructions or you can press space to skip them, and move on to the game. In the first room, you have to walk up to the scientists and you’ll automatically advance on to the next level, which is where you have to dodge obstacles as they fall on you and move on to the door. The second level is where you are allowed to jump and you have to get across two sets of spikes and a hole. After that is just the final level where you go up stairs and finish the game at the end of the screen. The game is played through the arrow keys and the space bar for one of the levels, and there are options to restart the game and such at multiple points (i.e. death). The aesthetically pleasing environment and the game mechanics which require a mixture of reflexes and hand-eye coordination would capture the given audience quite well even with a short 2D game.

**-System Requirements-**

**Minimum Requirements:**

Java 1.0+ and Compiler (JDK 1.7+)

Java IDE (Eclipse, IntelliJ, NetBeans)

Windows XP

Intel Pentium G3220 or equivalent

Intel HD 3000 or equivalent

Resolution: 1280x960+ <- IMPORTANT

**Recommended Requirements:**

Java v1.8.0 and JDK 1.7+

IntelliJ Java IDE v13.1

Windows 8.1

Intel i5 4770k

AMD Radeon R9 280X

Resolution: 1920x1200+

**-Installation Instructions-**

1. Open IDE of choice

2. Select “FINAL ISU” folder as new project/create from existing project (depending on IDE)

3. Run Game.java’s main class by pressing Ctrl+F11 (Eclipse) or Alt+Shift+F10 (IntelliJ) or clicking Run>Run>Game.java