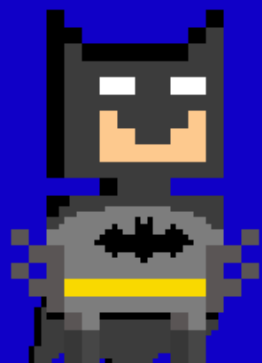


SMASH BUDDIES



CREATE GAME
JOIN GAME
CREDITS
EXIT



(Title)

SMASH BUDDIES

Developers:

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How to run the game:

Before everything else – If OS X is being used, make sure to open the terminal and type in the line:
defaults write NSGlobalDomain ApplePressAndHoldEnabled -bool false

Step 1: Open command prompt(For Windows) / terminal(For OS X)

Step 2: Change directory to Project2 – Faustino-Suba > src

Step 3: Compile (Copy the highlighted line in the figure below):

```
Rias-MacBook-Pro:src fiel$ javac -cp ".:resources/3rd Party Library/*" LaunchGame.java
```

Step 3.5: If you plan on playing with an Xbox controller(Yes we support Xbox controllers(somewhat)), make sure to connect the controller before running the game.

Step 4: Run the Program (Copy the highlighted line in the figure below):

```
Rias-MacBook-Pro:src fiel$ java -cp ".:resources/3rd Party Library/*" -Djava.library.path="resources/3rd Party Library" LaunchGame
```

*note: If the OS being used is Windows, all colons(:) must be changed to semi-colons(;), else if Mac or Linux is being used, retain the colons(:) as they are. This applies to compiling the program as well.

Step 5: ENJOY THE GAME!!!!!!

Mechanics:

- Before starting the game, players are asked to choose 3 characters to play as.
- The map select screen then shows up and would ask the players to pick a map, for this version of the game, the two opposing players must first decide on picking the same map that they desire before starting.
- Grabbing an orb let's the player attack with the Left Mouse button.
- Each character has a special attack that is used by pressing the right mouse button, and can only be used once.
- Each character has 3 lives and then moves on to the next character in the roster until all 3 one of the playing characters is defeated.
- The controls for the keyboard are A – for moving left, D – for moving right and W – for Jumping
- As for the controllers, they are the following: Left joystick to move the character around, holding left on the stick makes the character move left, holding right makes the character move right, holding up makes the character jump

