

User Manual

Introduction

Monkey Mania is a 2D platformer game where our hero Abu is trying to find its way back home after being captured by hunters. This game takes Abu through different levels where he has to dodge many enemies and collect the collectibles(bananas and gems) to survive.

How To Play :

The game launches with a welcome Screen where the user needs to click Play to enter the game.




Basic navigation :

MonkeyMania is an Android mobile game and the basic mode of input is touch. In any menu scene the user can interact with the buttons by clicking on them.



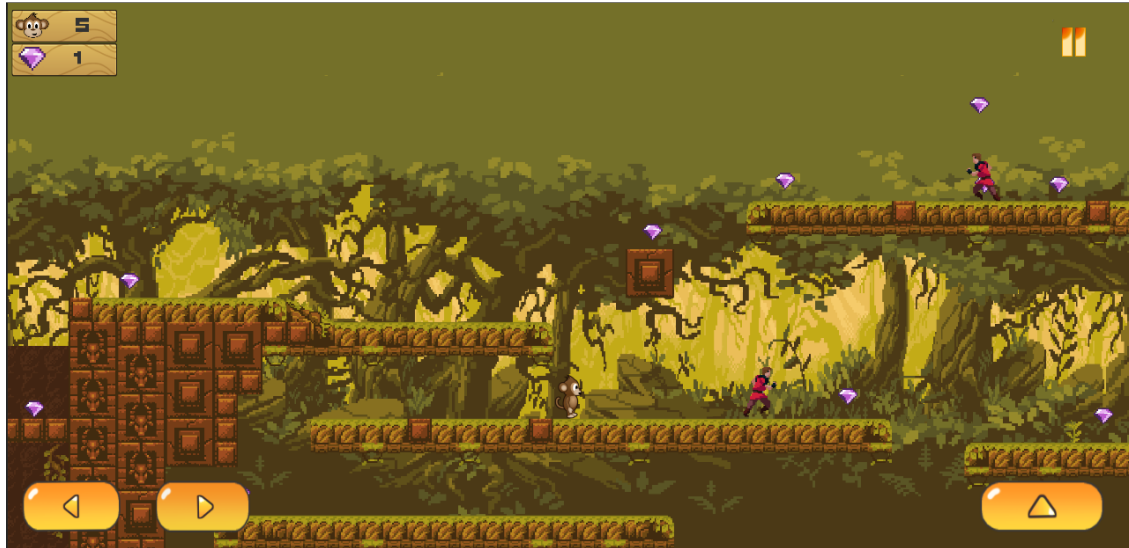
While in game the user can click on-

1.  To move Left

2.  To move Right

3.  To Jump

4.  To Pause



Above is an example of the UI experienced during gameplay. On the top left of the screen the User can see the collected gems and the number of lives remaining. On the top right there is a button to pause the game.

On the bottom left are the left and right movement keys and on the bottom right is the jump button.

Pressing the Pause button brings up the Pause Menu. This has 3 clickable options.

1. Resume - To continue the game
2. Restart - To start the level again
3. Home - To return to the home page



If the player successfully reaches the end of the level and collects more than 70% of the gems in the level he Completes that level. And is presented with 3 options -

1. Next Level - To proceed to the next level
2. Home - To return to the home page
3. Replay - To start the level again.



If the Player loses all his lives or does not collect enough gems, that level will be considered failed and he will be presented with 2 options -

1. Levels - To return to the levels page and reselect the level he wants to play
2. Home - To return back to the home page.



Note:

This game was made with Unity version 2020.3.2f1. Assets used in this game are from the free Unity Asset store.

System Requirements :

This game is for the Android platform. The minimum API Level is Android 4.4 'KitKat' (API Level 19).

Installation steps can be found in Documentation->Installation guide.