# User Manual

Introduction

The game is a 2D space shooter game where each level involves Van escaping and shooting for his life and defending himself against enemy attacks who want to capture him. His goal is to reach a safer and a friendlier planet.

How To Play:

The game launches with a welcome Screen showing the name of the game, the user needs to click in the blue box to start the game.
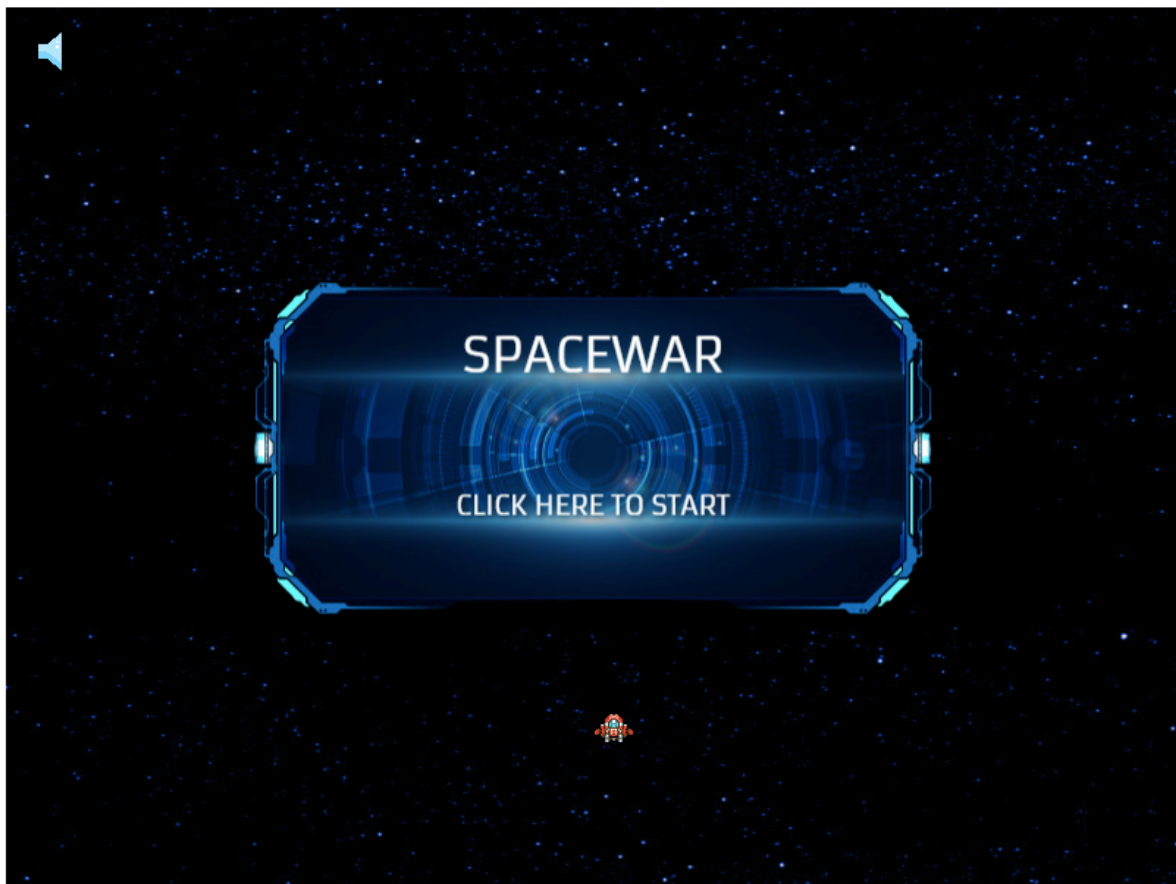
Basic navigation:
Space War is a web game, and the basic mode of input is keyboard.
In any scene the user can interact with the keyboard keys and mouse clicks.

While in game the user can click on-
1. Keyboard left arrow key - To move Left
2. Keyboard right arrow key - To move Right
3. Keyboard upper arrow key - To move forward
4. Keyboard lower key – To move backwards
5. Keyboard space bar key – To fire bullets

Above is an example of the UI experienced during gameplay. On the bottom left of the screen the player can see the number of enemy ships destroyed – Score. The centre, the player can see how many lives are left. On the bottom right the player can see the level number. If the player successfully destroys a certain number of enemy ships, he Completes that level and moves on to the next.

Clicking the Pause on the top right of the screen will pause the game and resume text will appear. Player has to click again on the resume text shown in place of pause to resume the game.
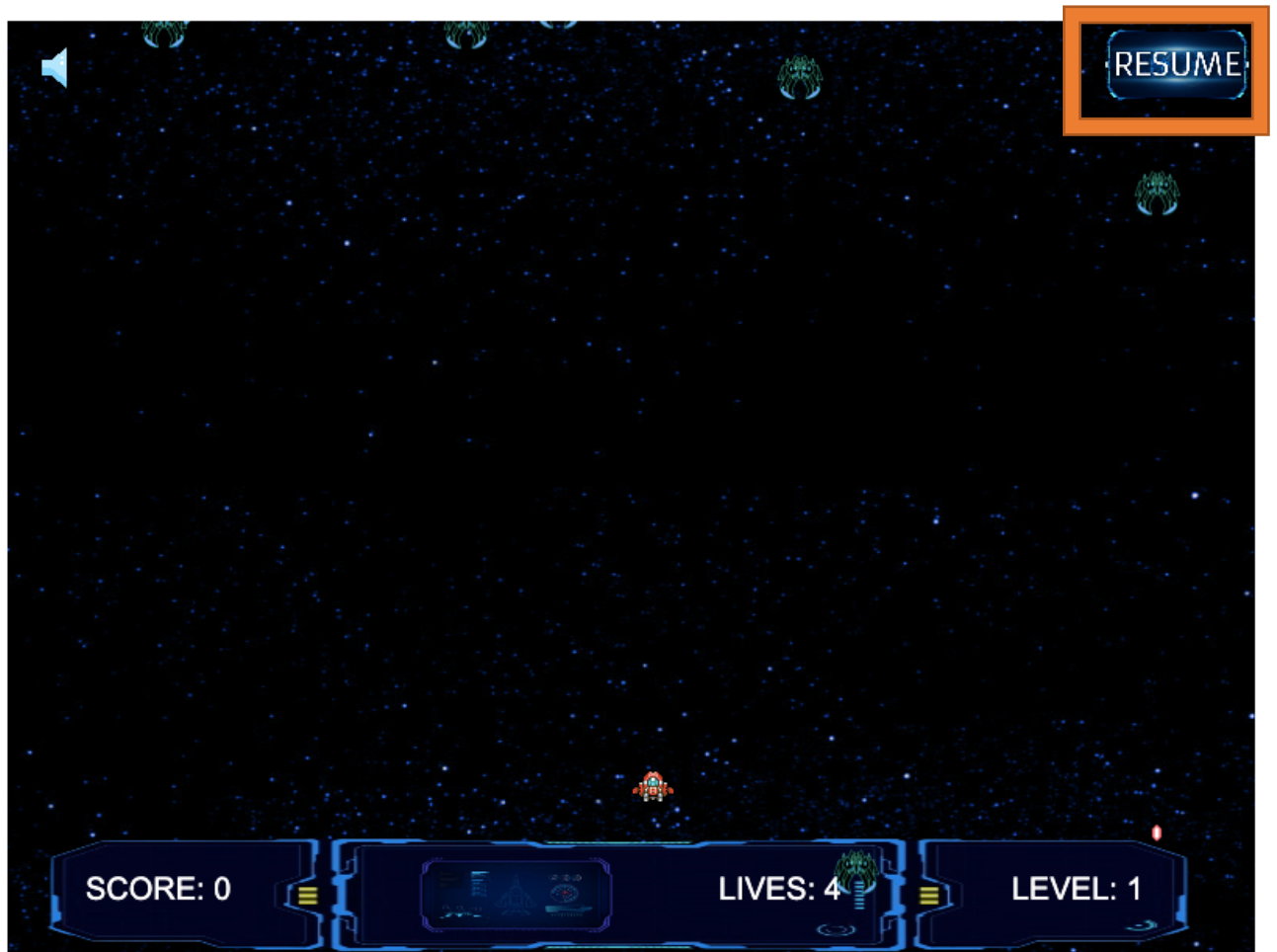
If the Player loses all his lives, a game over screen will appear as shown below. This screen will display the Score, levels, and kills from the game. The player can restart the game by refreshing the page.

The player can also mute all the game audio by clicking on the sound icon on the top left of the screen as shown below
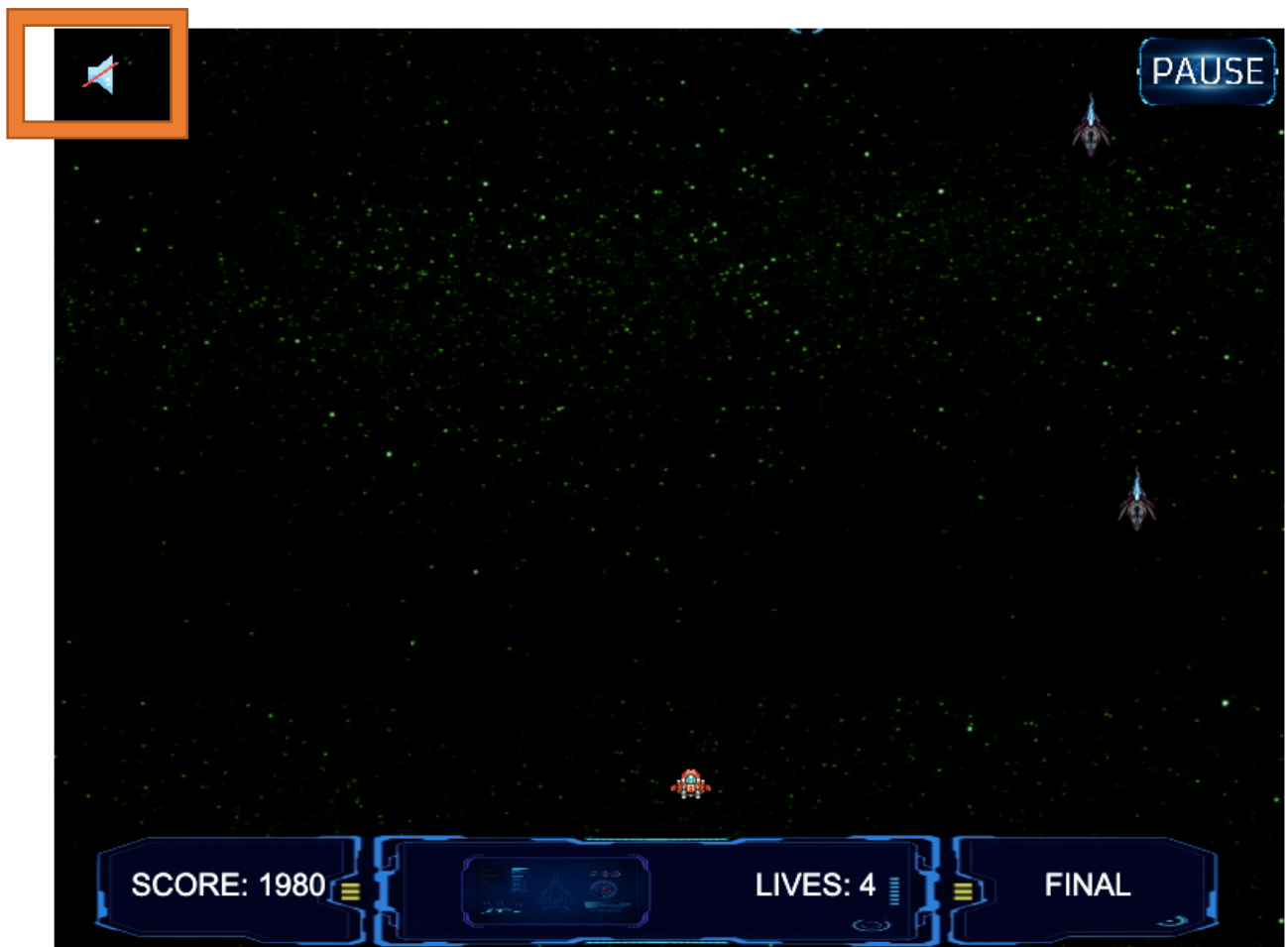
If the player reaches end of the game without losing all his lives, an end game page will appear as shown below

Note:
This game was made with Sublime and Mamp (for server). **To run the game, please download all the files from the folder Space War in the assignment package.**

All assets used in the making of this game are gathered from different libraries available across the internet (royalty free).
Some of them are given below:
- https://www.flaticon.com/
- https://flyclipart.com/
- Audio assets are from phaser.io

System Requirements:
This game is for the Web platform. Does work with Safari, Internet Explorer and Google Chrome.