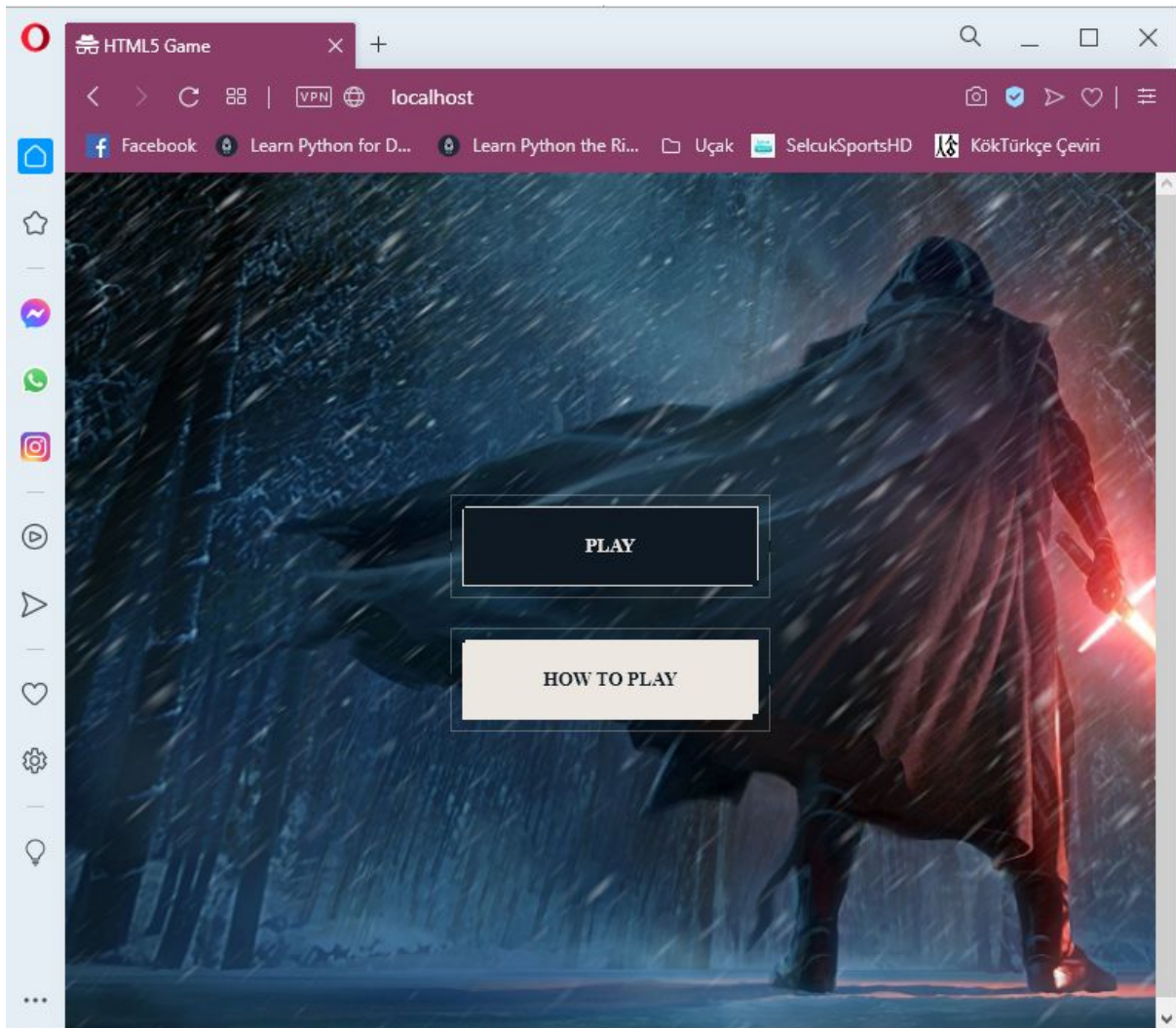


Sith vs **Jedi**

HTML5 Multiplayer Fighting Game

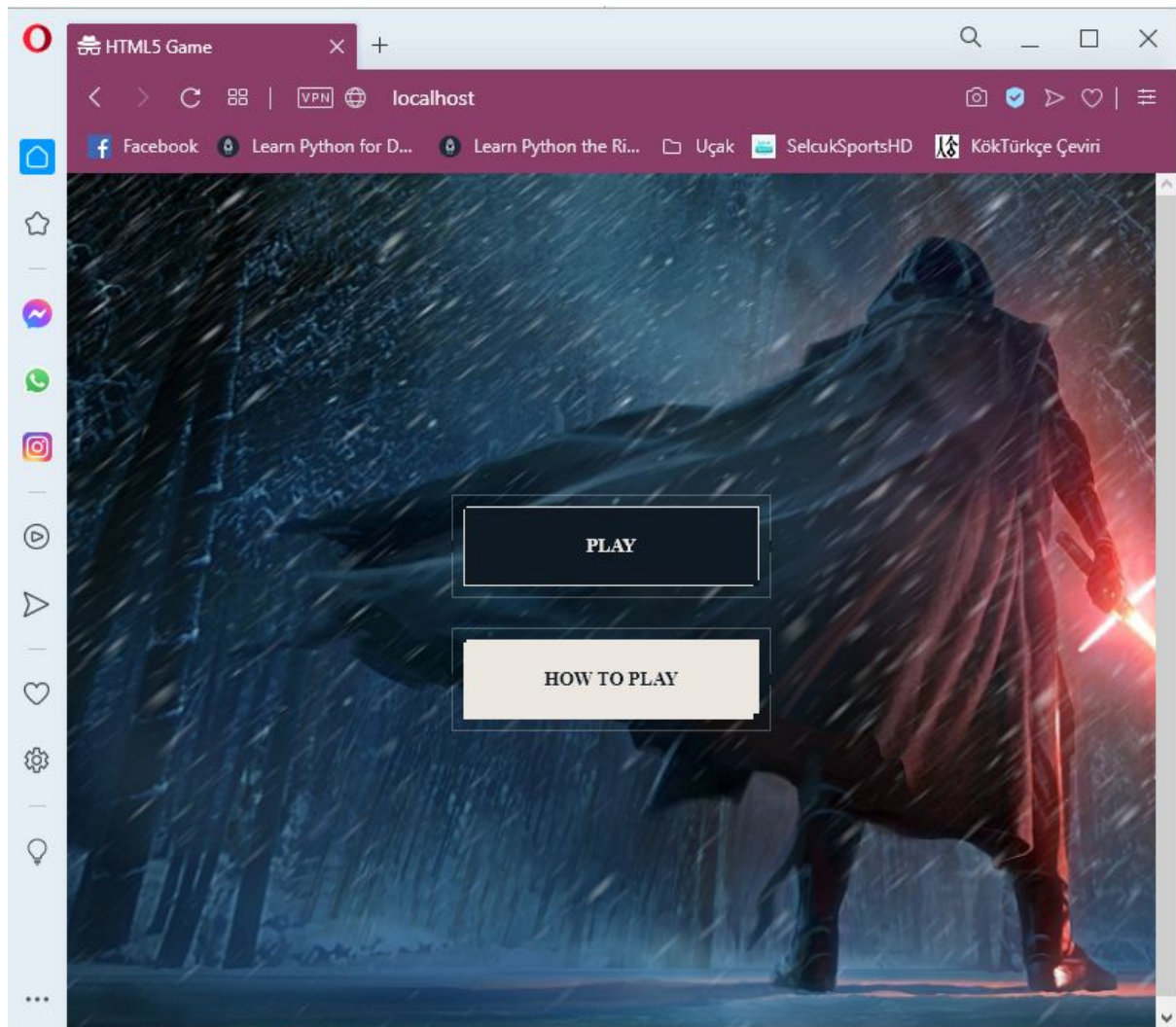
User Manual

1. Landing Page

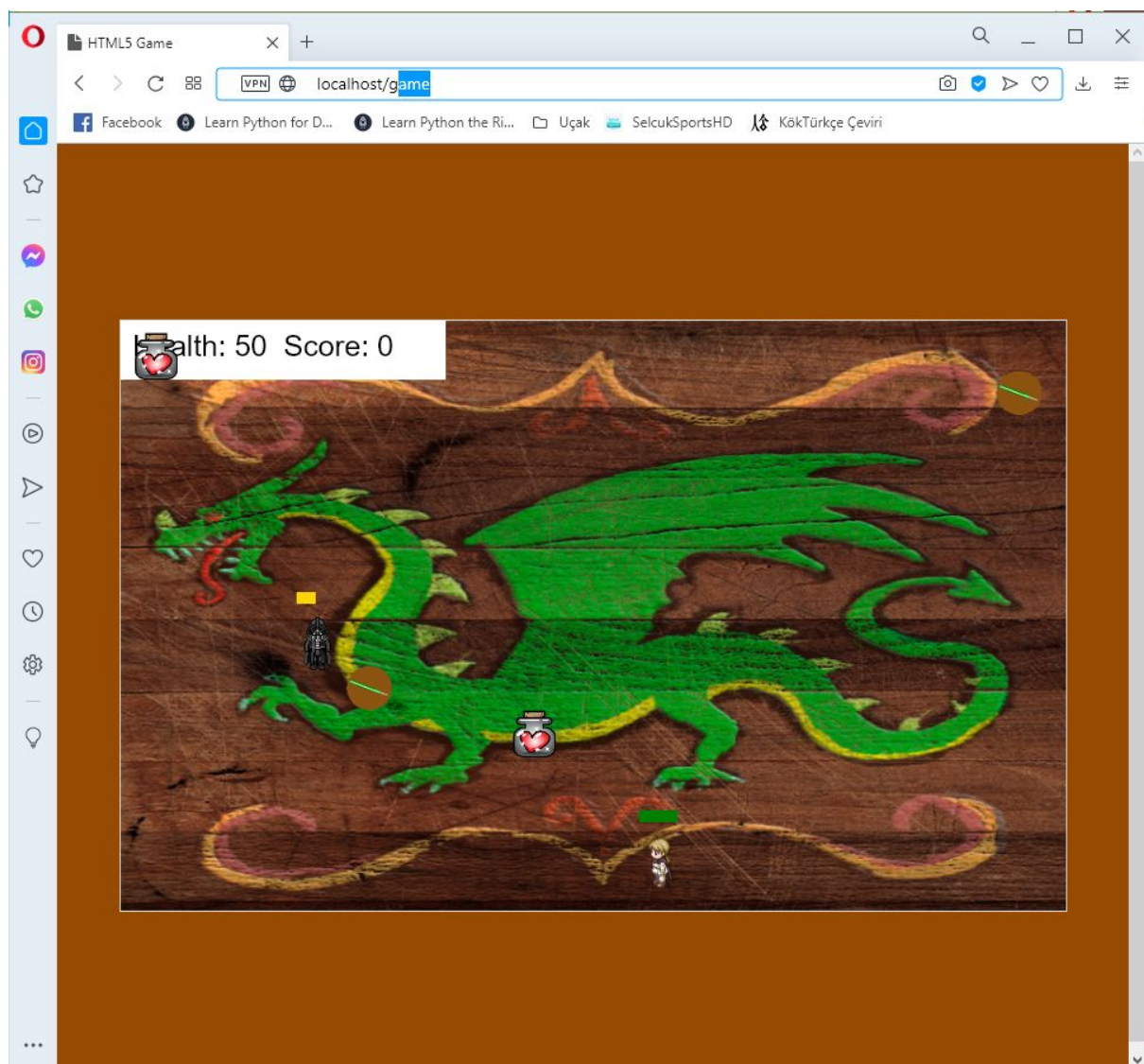


When a user enters the address of the server, the landing page welcomes the user and offers 3 buttons that user can select.

2. Playing the game

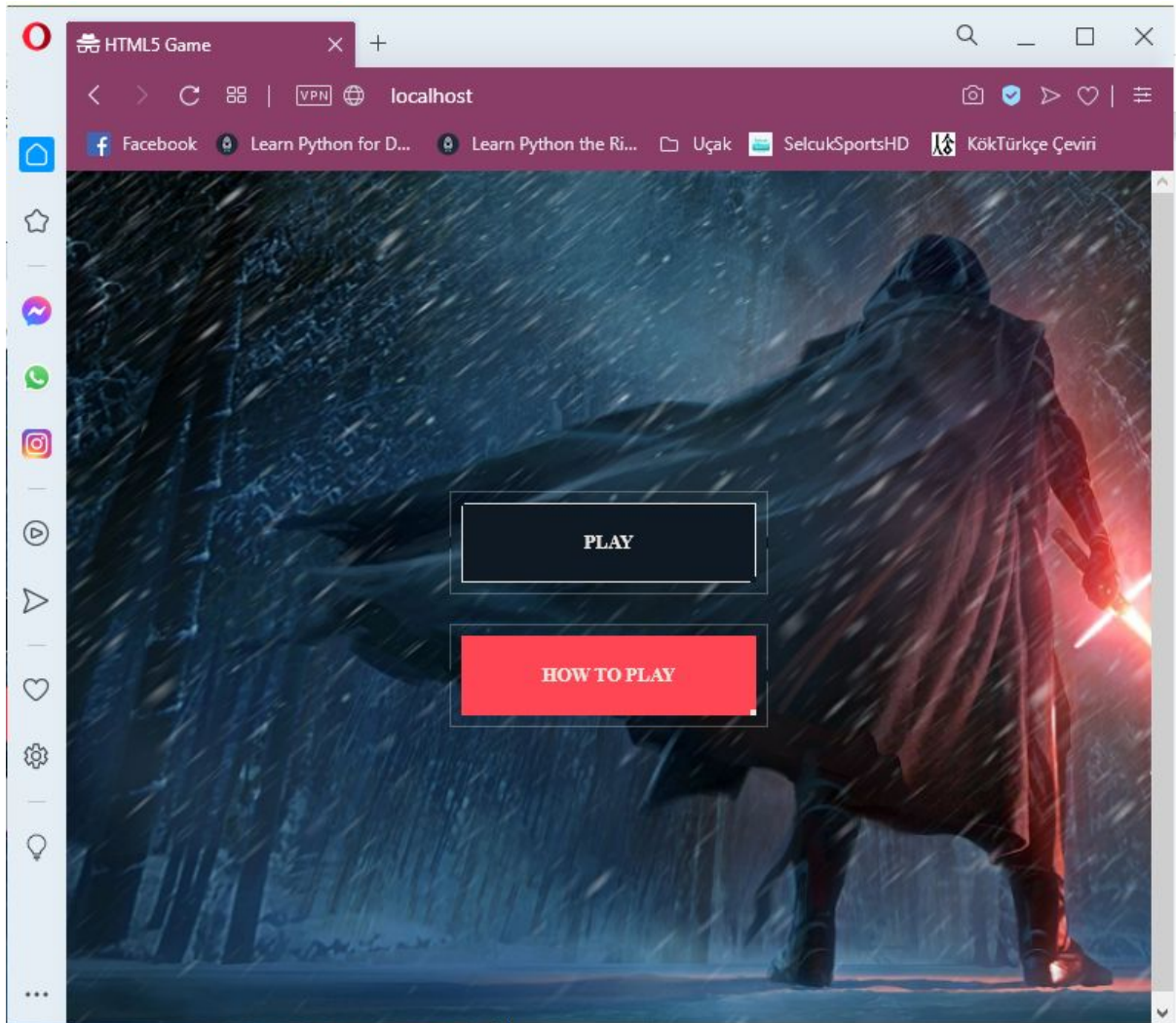


When user clicks on the “Play” button, if the user is the first one who joins the server he will be assigned as “Sith” otherwise he will be assigned as “Jedi” and the user will be lead to gaming page (localhost:80/game).

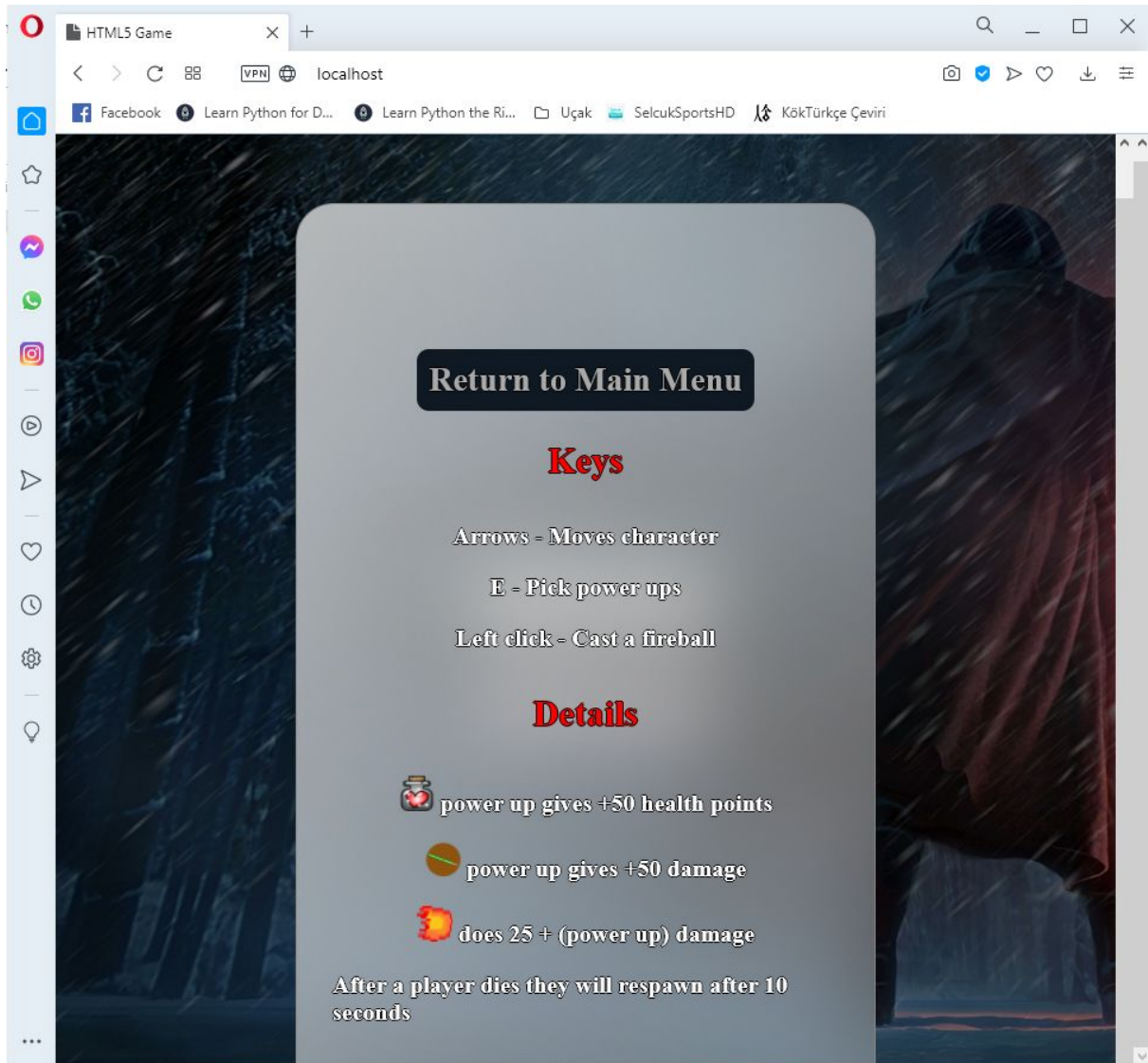


When a user joined the server, if he is the first one who joined should wait for an opponent to join the game to fight. User can start practising while waiting for an opponent.

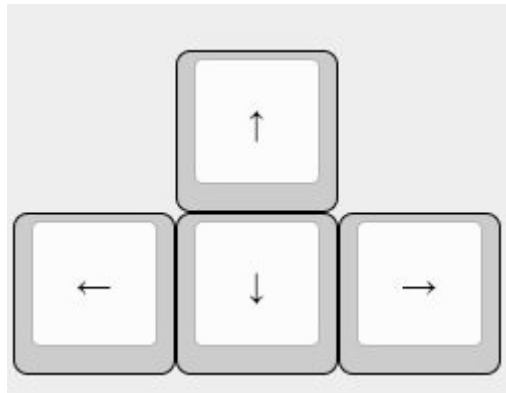
3. How to play



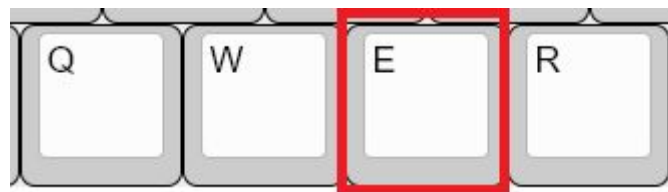
When user clicks to “How to play” button, the user will be directed to how to play page where user can find useful informations and tips to have the best experience while playing Sith vs Jedi game.



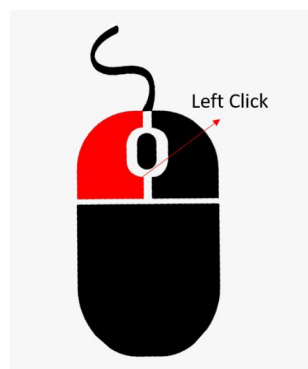
(Image shows “How to play” scren)



Arrow keys are binded to allow user to move around the gaming atmosphere in the same direction of the arrow user choose to press.



“E” is binded for picking up the power-ups that appears randomly in the game. Power-ups will appear at a random place at a random time. In order to possess the available power , user must move to the power-up and press “E” when the character is near to the power-up.



“Mouse-Button1” aka “Left click” , is used to cast a “Fire ball” skill in direction to the current cursor point. User must aim to the enemy using the cursor and left click in order to attack the enemy.



All players have a colored bar on top of their characters that changes its color green to dark orange dynamically according to amount of the HP that player has.



During the game , special power-ups will pop-up randomly all across the map. These power-ups grants different advantages to the player who claims the power-up.



= Grants **+50 HP** Points.



= Grants **+50 Damage**.



= Grants **+25 Basic Damage**.