User Manual

System requirements:

1. Microsoft Kinect v2
2. Kinect Adapter
3. A computer with windows operating system
4. Kinect SDK for windows for Kinect drivers

Game files:

The game consists of an executable file 'kinect game.exe' and a folder 'kinect game_Data'. Both the game's executable file and the folder must be in the same parent folder.

Opening the Game:

The game can be played by opening the executable file.

Playing the Game:

At the beginning, the Main menu appears which introduces the name of the game 'Bhaago'. This Main menu also has three buttons and an audio toggle button to mute the audio. Start button starts the game, High scores button shows the top 5 high scores obtained previously. Exit button closes the application (game). A Kinect tracker is shown on the top. A Green color of the tracker indicates that the Kinect tracks the player and Red indicates the opposite.

The Main menu button takes back the game to the Main menu.

Starting the game:

First the game asks the player to stand idle for 3 seconds. These 3 seconds are counted only when the Kinect tracks the player. The player must stand between 110 cm and 350 cm away from the Kinect.

After the counter ends, the game asks the player to jump as high as he can. The player must jump a minimum of 10 cm for the game to advance to the next step. This distance jumped is related to the in-game Playable Character's (PC) maximum jump and a difficulty ratio is calculated.

Pressing the start button here starts the game play.

Game play:

The game starts with level 1. Before each level, the game shows the level number for 2 seconds and then starts the game-play.

The game consists of a straight path with obstacles like stones, water patches, rivers, lava and fallen trees on the path.

Actions of the player related to the PC are Jumping, Ducking, moving sideways.

The player must jump, duck and move sideways to make the PC avoid colliding with the obstacles in its path.

PC's elements:

The PC has health of 100 points, 3 lives (chances) and score. These are displayed on the top left corner of the screen. Apart from these, a shield power-up is shown along with them and the height achieved is shown on the right.

Obstacles, game lost:

The PC colliding with the obstacles makes the PC lose its health by 25%. Loosing total health will make the PC lose a life. Game level restarts when the PC loses a life. If no lives are left, then the game is lost. Game over menu is displayed which shows the score obtained and height jumped. The player can jump over the obstacles, except for the fallen tree, where the player must duck.

Finish, game won:

The PC colliding with the finish line, takes the game-play to the next level. If there are no levels left, the game is won. If the game is won, the score is checked with the high score database. If the player gets a high score, then the game asks for the player's name. Pressing the Main menu button here, saves the name of the player, along with the maximum height achieved in that session. Only the top 5 high scores obtained are stored.

Power-ups:

This game has two power-ups. Colliding with health power-up resets the PC's health to 100%. Colliding with the shield power-up makes the player invincible for a certain distance. This distance is shown as blue bar under the health bar (red bar).

Score:

Ten points are awarded for every row of obstacles avoided and ten points are removed when hit by an obstacle.

Pausing the game:

Pressing the Esc key will pause the game while game-play. There are three buttons in the Pause menu namely, Resume, Restart and Main menu. The Resume button resumes the game, the Restart button restarts the game from level 1 and the Main menu button takes back the game to the Main menu.