

User Manual

Instruction:

In order to run the Game all you need to do is make sure you have the JavaFx Library installed into the Java Project folder, after that you just press run, and input a Username, a X value for how wide you want the board to be, A Y value for how tall you want the board to be and just press confirm and The board will be displayed as long with a debug button, a hide button, and a Ammo counter label.

Project Structure setup:

The only folder needed to make sure this project works is the Javafx folder.

Background Story:

One day in Bikini Bottom SpongeBob was wondering and had found a cave, once he entered this cave, he had heard the entrance behind him shut and he realized he was trapped in Man Ray's lair and the only way out was to get the keys from Man Ray's body. Luckily for SpongeBob he always carries 2 exploding pies with him. Unfortunately the dirty bubble is rooming with Man Ray so he has to look out for him.

Directions:

In order to win the game, you must hit Man Ray at least once,



This is the player Icon as you move in any direction this icon will leave a gray path.



This is what the Path looks like.

W –move Up

A – move Left

S–move Down

D – move Right

When near the boss a Label will pop up prompting the player to attack in any direction.



This is the Icon for the Boss Man Ray

Q – shoot Left

E – shoot Right

Z – shoot Down

F – shoot Up

The player initially starts with 2 exploding pies as ammo

The player can pick up Ammo on the map to get more exploding pies



This is the Icon for the Ammo on the Play grid

There are 3 Dirty Bubbles Located in Grid



This is what the Dirty Bubble looks like once you get into his square in the grid he will teleport you to a random place in the grid.

There are 3 orbs of confusion on the map

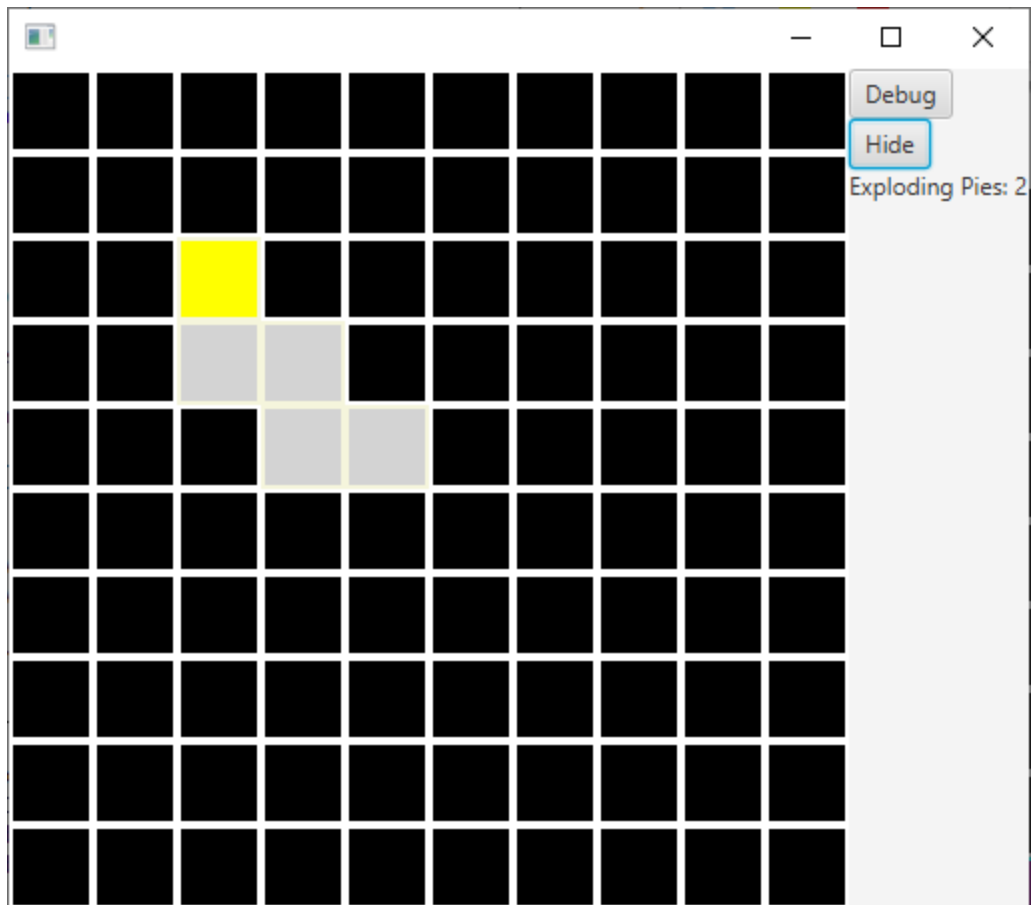


This is the icon for the orb of confusion , when the player steps into they lose the game due to confusion.

There is also A debug button this button shows the entire grid.



And if you want to go back to playing the game you can press the hide button



When the player hides the obstacles the only thing that is shown is the player and the player's path.