

Solo Showdown

A 2D Game Manual by Team Spicy Lentils

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Overview:

Solo Showdown is a player versus player game in which the two players are battling. When the game starts, both players spawn into a map; immediately, the fight begins. The map is rectangular and contains obstacles including trees and rocks. The purple ovals are portals that teleport the players. There are also weapons located around the map. Players may pick up a weapon of their choice and use it to attack the opponent. Once a player's life has been reduced to empty, the game ends.

Controls:

Left click on the mouse is used to select game choices when a battle is not active. Since there are two players, there are two different control schemes.

Player 1: W -> Move up A -> Move left S -> Move down D -> Move right
E shoots Player 1's weapons

Player 2: Player two will use the arrow keys to move.
Spacebar shoots Player 2's weapons

Winning/Losing:

The objective of the game is to reduce your opponent's life to empty. The player who loses all their health first is the loser, while the player that has health remaining is the winner.