

DUNGEON GAME

User Manual

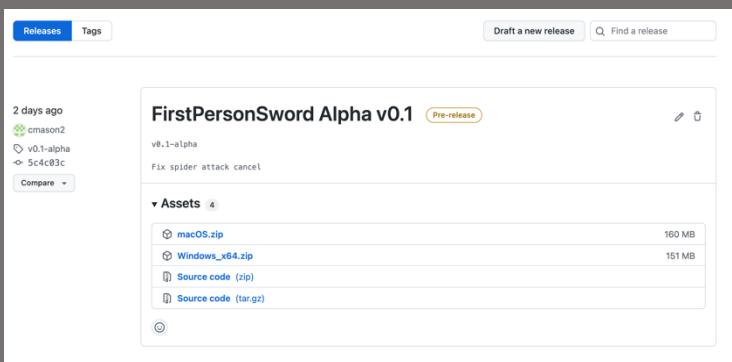
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Setting Up

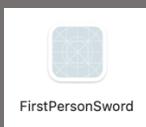
To begin your adventures through the dungeon, follow the link below to download the game:

<https://github.com/cmason2/FirstPersonSword/releases>



There is a macOS version (macOS.zip) and Windows version (Windows-x64.zip) of the game, download the version that matches your operating system.

Once downloaded, simply double click on the file to extract it:



Then double click on the extracted file to start venturing into the dungeon!

Main Menu

The main menu allows you to begin your journey through the dungeon, pick your preferred difficulty, and view the leader board.

Difficulty

There is an easy, medium and difficult mode. Take up the challenge if you feel brave!

Leader board

This show how fast other brave challengers completed the dungeon, see if you can beat them!

Navigation

Mouse

Use your mouse for selecting buttons. During gameplay, this will help you toggle your perspective.

WASD Keys

This will allow you to move forwards, backwards, left and right through the dungeon.

Special Keys

F – toggle flashlight and drop items

E – Interact with items

Spacebar – Jump

Venturing Into the Dungeon

The dungeon has multiple rooms, each filled with different enemies, providing you with an adventure in every corner. Venture into rooms such as:

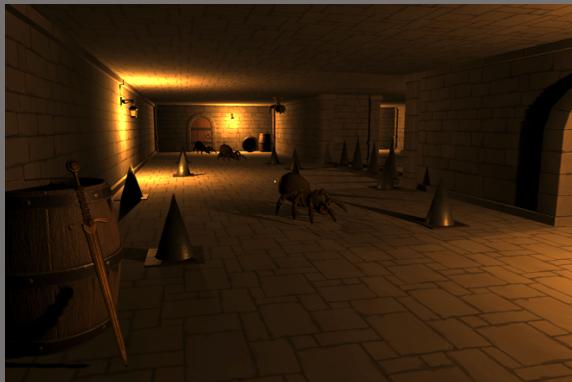
Lost and hiding

Navigate through this dark room with WASD keys and try to find the keys scattered around. There are monsters lurking in every corner. Can you escape the monsters and find all the keys to escape?



Sharp Edges

Fight off spiders and bats, avoiding dangerous spikes around the room. Disable the spikes to continue to the next room.



Boss

Can you defeat this unpredictable enemy? Attack the plasma orbs and spawning spiders to escape!



Credits

Lead programmer:
Charlie Mason

Programmers:
Ashely Dawson
Chaya Tungkaserawong
Marcus Raymond
Mohamed Nasrudeen Meeran
Qibei Ge
Sharon John
Tiffany Yip

Animation:
Charlie Mason

UI Programmer:
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Charlie Mason