**GlitchQuest User Manual**

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**Table of Contents:**

1. **Introduction**
2. **Storyline**
3. **Controls**
4. **Gameplay Mechanics**
5. **Characters**
6. **Enemies**
7. **Power-Ups**
8. **Tips and Strategies**
9. **Credits**

**1. Introduction:**

Welcome to the world of Glitch Quest, a video game where you witness Blip embark on a journey through a pixelated universe filled with challenges. Prepare to dive into watching an adventure packed with action and exploration!

**2. Storyline:**

Blip wanders around like a moron and occasionally will do stuff like eating and sleeping! He had too much to drink after he hung out at the bar.

**3. Controls:**

None! There’s a slider that you can drag left or right to make the game slower or faster though.

**4. Gameplay Mechanics:**

Blip wanders aimlessly in the landscape, getting tired and hungry until he randomly uses a potion or eats some food.

**5. Characters:**

Blip! The brave protagonist who is on a mission to do stuff, I guess! Madguy is the evil enemy who is out to get Blip’s money! There’s also Enemy who’s an enemy and Snake who’s a snake!

**7. Power-Ups:**

Health potion, sleeping, eating food.

**8. Tips and Strategies:**

You sit there and watch Blip do stuff!

**9. Credits:**

Developed by: Williams Matthews, Clayton Brandt, Logan Bachman, Cecil Bales, Ash Andrade, Alex Benton

Designed by: Williams Matthews, Clayton Brandt, Logan Bachman, Cecil Bales, Ash Andrade

Art by: Ash Andrade

Music by: Alex Benton

**Thank you for choosing Glitch Quest! Let the adventure begin!**

**Concept Art:**



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