INSTITUTE OF COMPUTER SCIENCE
UNIVERSITY OF THE PHILIPPINES LOS BANOS

Project User Manual

In Partial Fulfillment
of the Requirements for CMSC 137

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Project Name**: FCJ: Ang Probinsyano**

Group Name:
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Project Information:
FCJ: Ang Probinsyano is a game inspired by one of the leading Philippine TV series in primetime, the FPJ: Ang Probinsyano. This game is an emulation of the Battle City but instead of tanks, the player may select characters from FPJ: Ang Probinsyano and unlike Battle City where you need to destroy the enemy's base to win, in this game you need to kill all other players in order to win the game. It is a multiplayer game that is playable over the network through UDP and players may communicate/chat other players in real time in a chat room though TCP.


USER MANUAL

1. A user can create a lobby for the game where users can chat with other players.
2. Other players can join the lobby using the lobby id generated by the user who created the lobby.

3. When the "JOIN GAME" button is clicked, the user will be connected to game. The game will start when there are at least three players connected to the game. The window below will show while the game is waiting for the players.
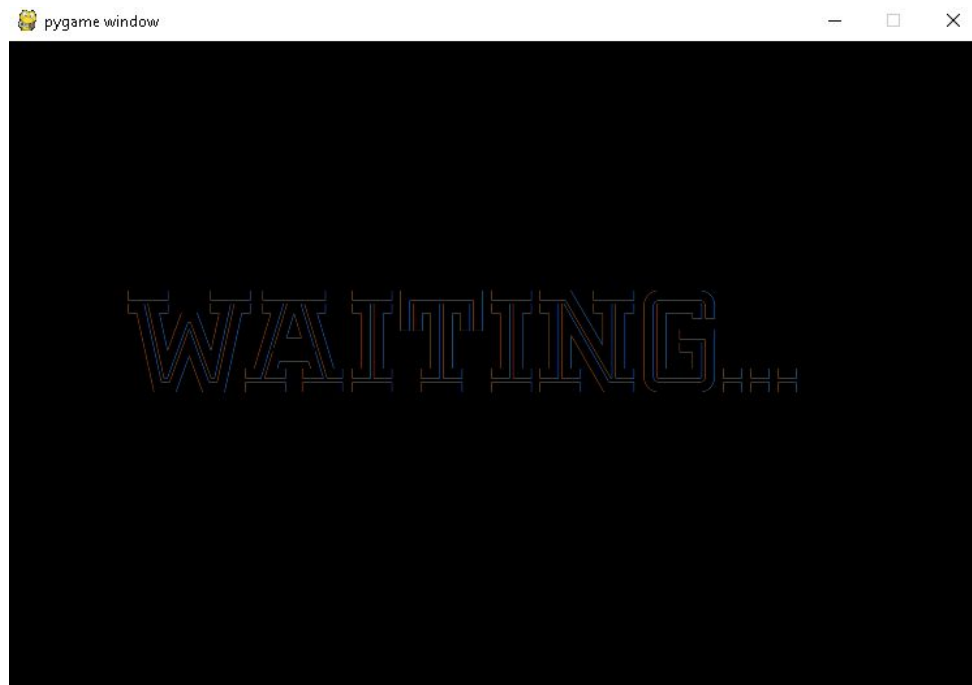
4. The characters will be randomly spawned within the map.
5. The user can move the character using the arrow keys. Users cannot move through obstacles.
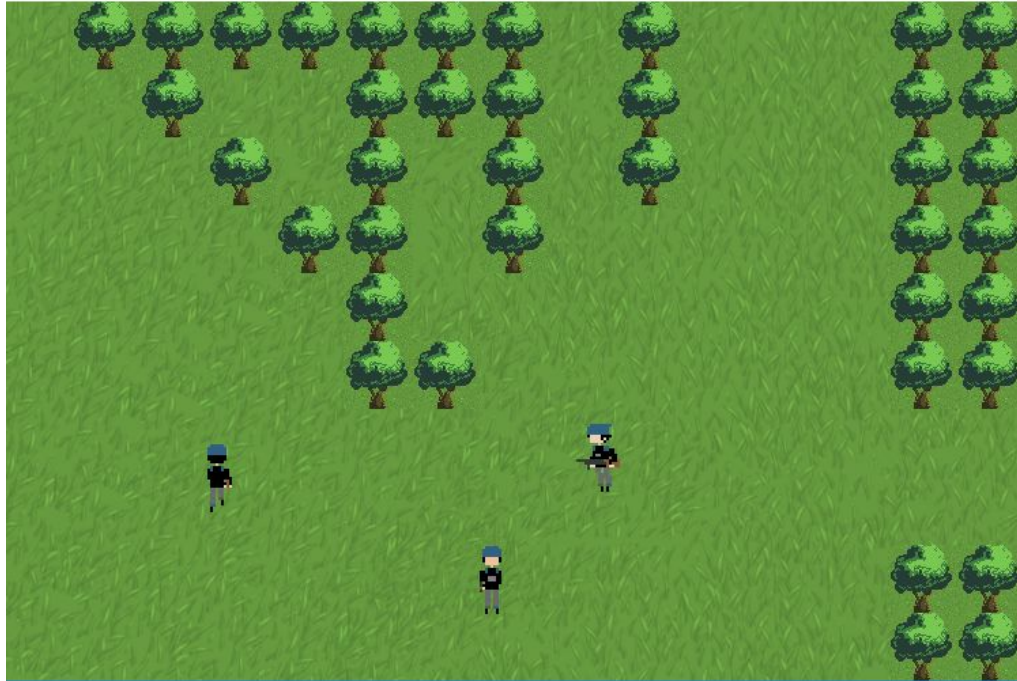
6. Pressing the spacebar will cause the player to fire a bullet.
7. The player cannot fire again while the bullet is still alive.

7. When a bullet collides with an obstacle, it will be destroyed.
8. A player kills another player when he/she hits the player with a bullet.
9. A defeat screen will appear when the player is killed.

10. The last player alive will be considered as the winner. The screen below will show after winning the game.