

Users Manual

About the Game:

CAVE is the Java based, 8-bit game created by Group 3 for the COP 4331C course at the University of Central Florida in Fall 2013. The game is a 2D side scrolling adventure game, which includes puzzle type elements to add difficulty and a thinking element behind a simple platform game. Its intended audience is anyone who wishes to play the game, ranging from children, teenagers, college students, the TAs/professor, to adults. The game should be used for enjoyment, and to pass the time, all while solving simple brainteasers to advance.

How to Install/Run:

To install the project, simply download it as a zip file. When unzipped, the game will come with a CaveGame.jar file. To run the game, all you have to do is **double click** the jar file.

Backstory:

Gario is the name of our character in the game. After losing his job as a plumber, his friend Slewigi gets him a new mining job. Gario is having a good first week, until alarm sirens suddenly start going off. The cave is collapsing! As the other miners escape, Gario looks around, unaware of the proper procedures. He tries to radio in, but there is no response. Will Gario be able to escape the mine before the cave collapses?

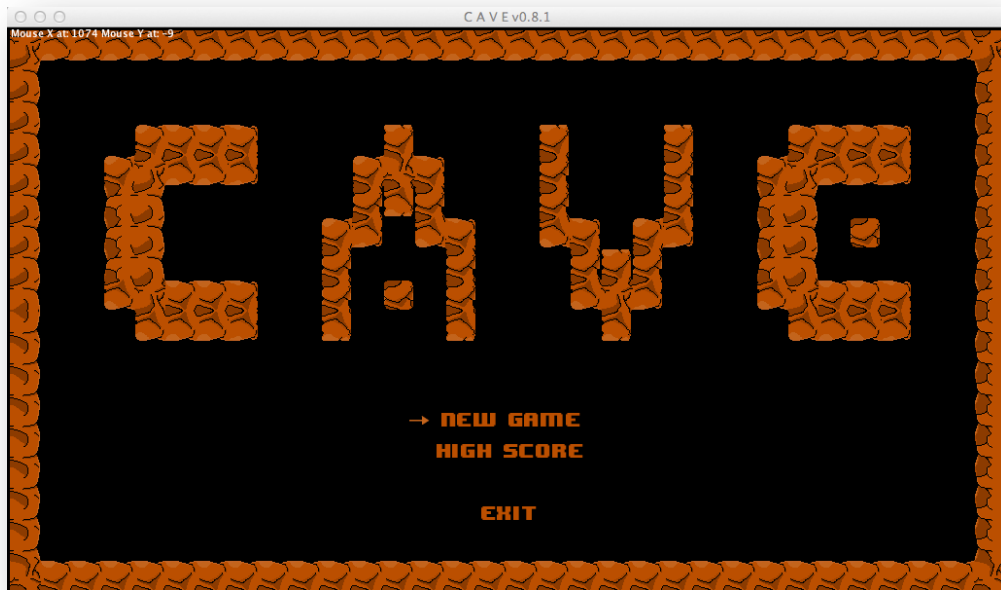


Game Objective:

The objective of CAVE is to move the character, Gario, from the left side of the cave all the way to the exit on the right most side. There will be a timer, and the player must move Gario to the exit before the timer runs out. Along the ways, there will be cave obstacles due to the collapsing cave. Gario must navigate through these jumping obstacles, as well as solve various puzzles to advance and clear the way. The players score will be based off the timer, and the more time left when Gario successfully reaches the exit, the higher that players score! Try your best to get onto the High Scores List!

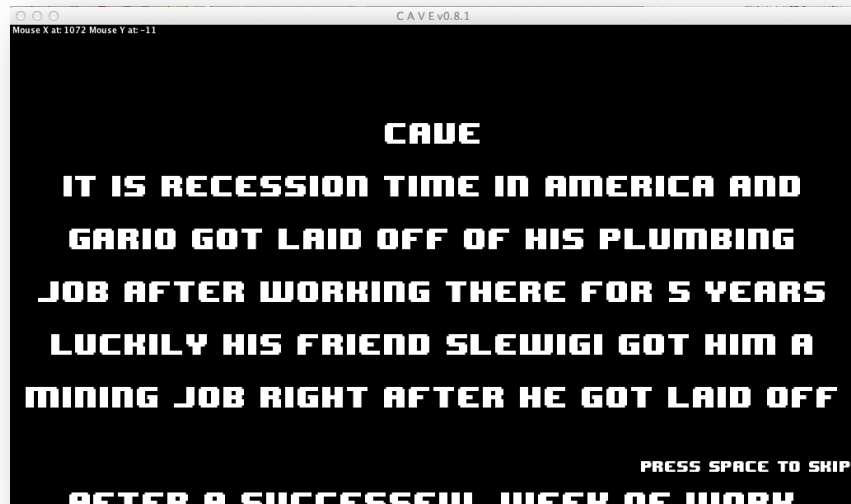
Main Menu:

When the game is run, the player will be brought to the Main Menu. There will be 3 options: New Game, High Score, and Exit. The player will only be able to navigate the Main Menu using the **up and down arrow keys**, and using the **Enter key** to make a selection.

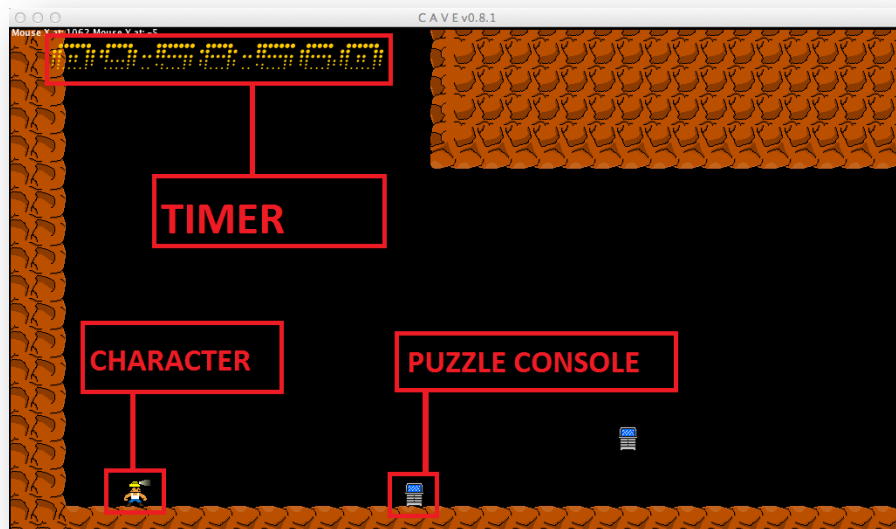


New Game:

When the player selects “New Game” from the Main Menu using the **Enter key**, a background story panel will appear. This will give more of a background into the story of Gario, the character. The player may skip this story by pressing the **Space bar** if desired.



After the background story panel, the player will immediately be dropped into the first level. Gario must move to the right to exit the collapsing cave.



High Scores:

When the player selects “High Score” from the Main Menu using the **Enter key**, the top 10 current high scores will be displayed from top to bottom. Beside each score will be 3 alphabetic identifiers for the player who got that score. By default, the high scores list will be filled with auto generated scores until they are beaten. The player can exit back to the Main Menu by hitting the **Escape key**.



Exit:

When the player selects “Exit” from the Main Menu using the **Enter key**, the program will gracefully terminate. This can also be done by closing the window/frame that the game is running in.



Timer:

There will be a timer in the top left corner of the screen. This timer will hit 0 when the cave collapses. Gario must reach the exit before the timer reaches 0, or he will die. The player's score is based off how much time is left when they successfully reach the exit. The more time left on the timer, the higher their score will be. The time will continue to decrease during puzzles.



Controls:

The controls for the Main Menu are just the **up and down arrow keys**, with selection using the **Enter key**. The controls for Gario the character during gameplay are as follows:

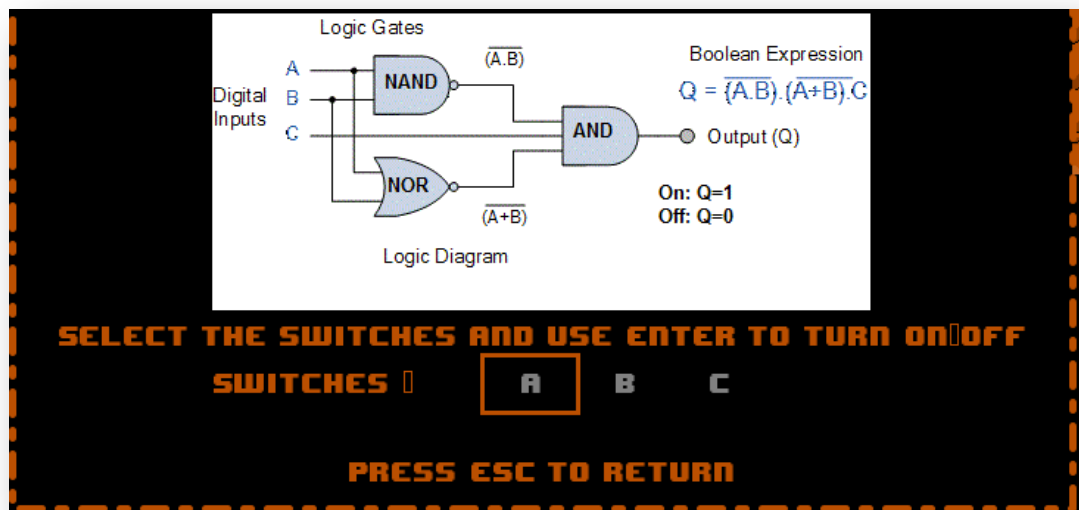
Character movement:

- **Right/Left arrow key:** Moves Gario to the right/left.
- **Up arrow key:** Gario Jumps up. Can be hit once again to double jump.
- **Shift key:** Can be held down + a direction to make Gario run.



Puzzles:

There will be various puzzles throughout the levels to halt Gario's progress. The player must activate the puzzles by using the **"E" key**. Once the puzzle begins, the player must correctly solve it before Gario can advance. Once the puzzle is correctly solved, they can hit the **"Esc" key** to exit the puzzle and continue the level. Some puzzles will instruct the player to hit the **Enter key** to start the puzzle. Similarly, some puzzle will require the player to hit the **Enter key** if they fail the puzzle the first time and need to try again.



The Puzzles will be denoted by the console in the figure below, as well as a "Press E to use" above Gario's head.



Puzzle Controls:

- **“E”**: The “E” key must be pressed to enter into a puzzle.
- **Enter key**: Must be used to start some puzzles. Player will be instructed if it is necessary. Enter key is also used to solve certain puzzles that need selections to be made.
- **Esc key**: Is used to exit a puzzle after it is correctly completed.

**PRESS ENTER TO START
PRESS ESC TO RETURN**

**YOU FAILED
PRESS ENTER TO TRY AGAIN**

- **Alphabetic keys**: Are used during certain puzzles, such as the color sequence puzzle. If the colors shown are: “Red, Blue, Green, Blue, Red” the user must hit the keys correctly, like so: “R, B, G, B, R.”

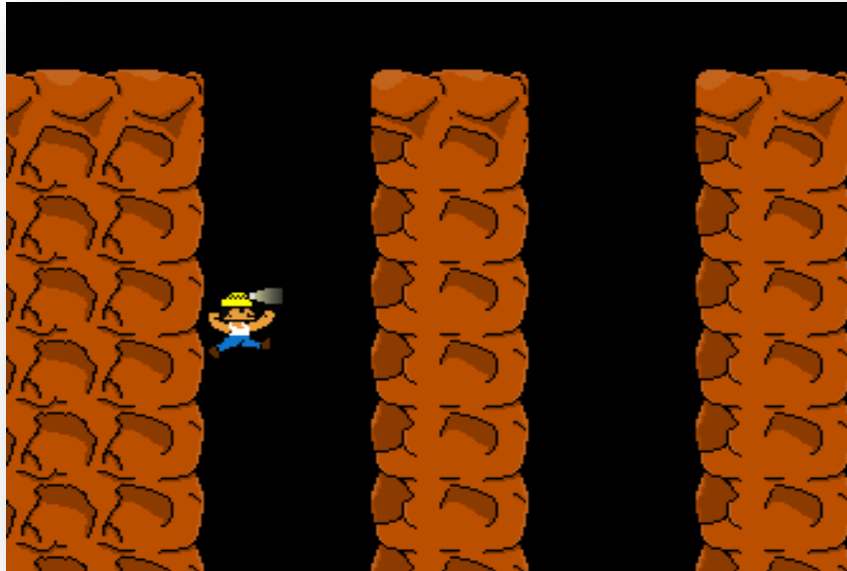
When a puzzle is solved, the player will be notified at the top of the Puzzle frame. Then the player can hit the **“Esc” key** to exit the puzzle and continue the level.

PUZZLE IS SOLVED



Game Play:

As the player moves Gario towards the exit, they will have to navigate over pitfalls and solve puzzles. There are three losing conditions to watch out for. If the player jumps and falls down a pitfall, they will lose.



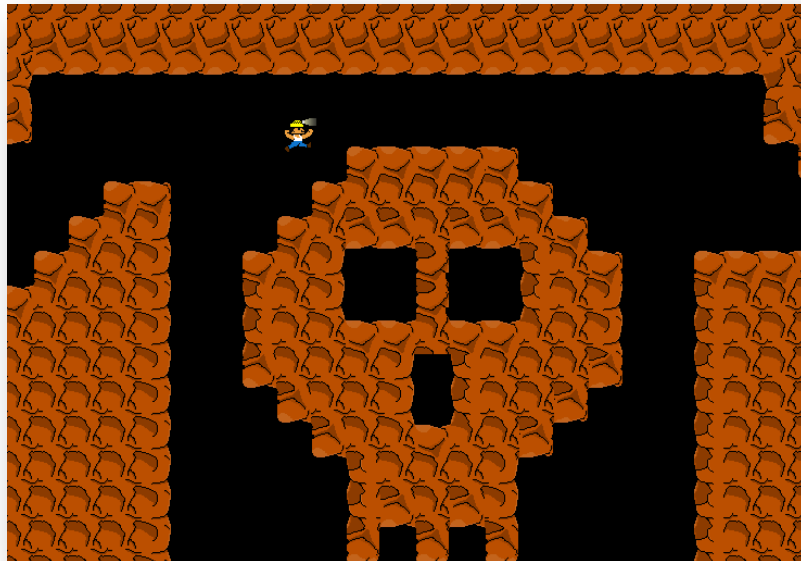
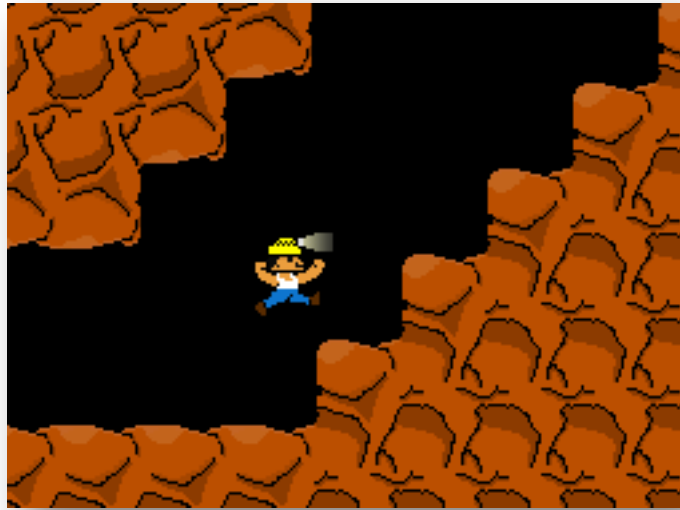
Another losing condition is if the timer reaches 0.



The last losing condition is if the player jumps into a bat. Collision with the bat will make you lose.



So be sure to keep an eye on the timer, and jump safely!



The only winning condition is if the player successfully navigates Gario to the cave's exit before the timer runs out.



Updating High Scores/Requirements:

The player's score will be based off how much time they have left when Gario reaches the cave exit. The more time left, the higher the score! If the score is high enough, the player will be prompted to enter 3 alphabetic letters to distinguish their score in the high score list. These initials **MUST BE ALPHABETIC ONLY**.

