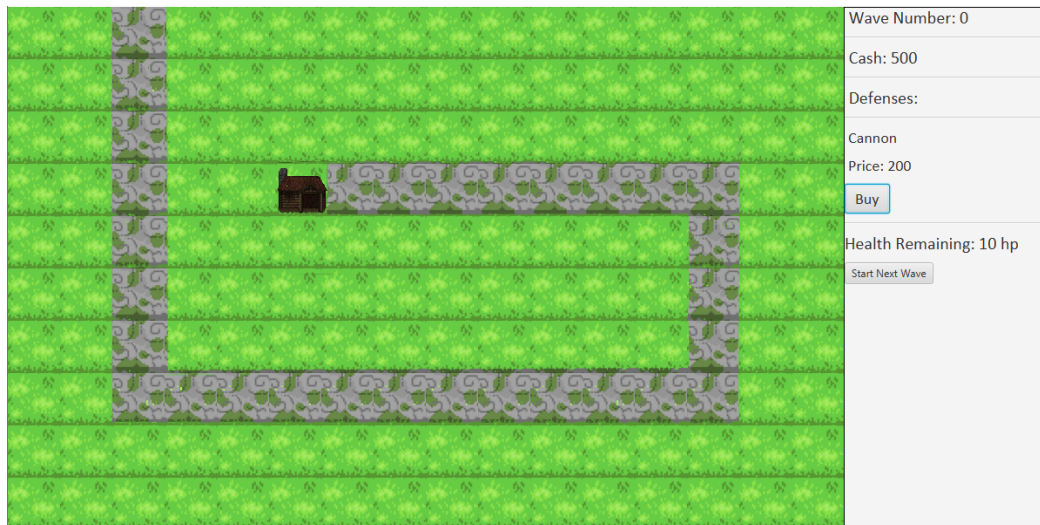


User Manual / Instructions

This is the screen when you first load/run the program.



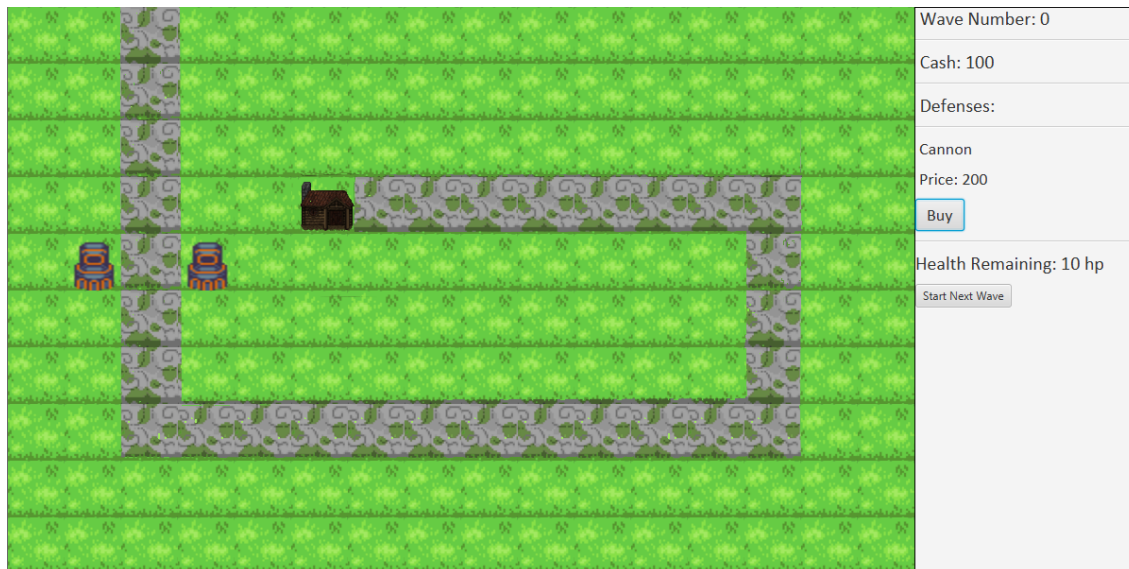
During the game:

The user can choose to click the 'Buy' button or click the 'Start Next Wave' button.

'Buy' Button

-upon clicking the buy button, the user will have to click an unoccupied tile (every grass tile except the ones that has the house, or pre-existing defense) to place the defense

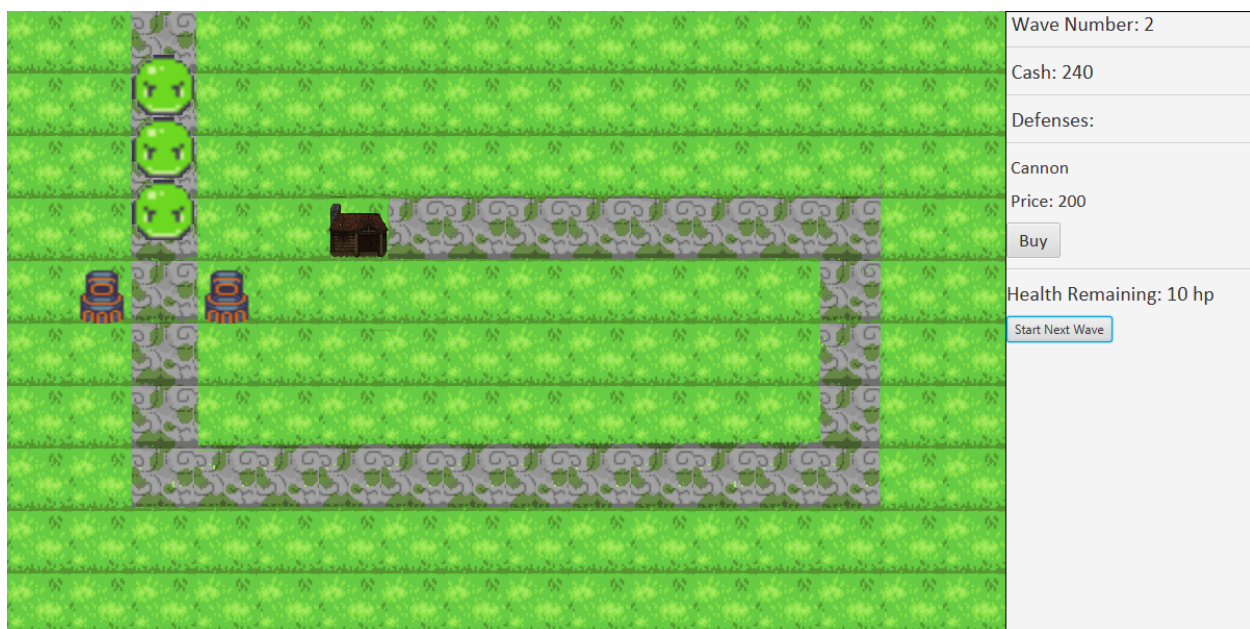
-the user cannot place the defense if the tile is already occupied or the user doesn't have enough cash



Update of the screen, after two cannon defenses are placed

'Start Next Wave' button

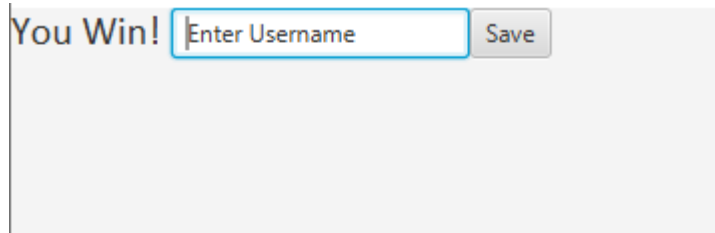
-upon clicking the start next wave button, enemies (slimes) are spawned and the start next wave button will not work until all the enemies are defeated



Update of the screen, after the wave has been spawned

After the game:

The user wins the game by beating wave 10, and then clicking the 'Start Next Wave' button again. It will bring you to an end screen as shown below. A textfield is provided to store the username of the player. Press enter on your keyboard after entering the username. The user can then press the 'save' button, which records the username in the 'Winners.txt' file.

A screenshot of a game's end screen. The text "You Win!" is displayed in a large, bold, blue font. To the right of this text is a text input field with a light blue border and the placeholder text "Enter Username". To the right of the input field is a button with the text "Save" in a small, grey font. The background is a solid light grey.

Top left corner of the screen

The user loses the game when the health of the house reaches 0 or lower. It will bring you to a gameover screen as shown below.

A screenshot of a game's gameover screen. The text "Game Over" is displayed in a large, bold, blue font. The background is a solid light grey.

Top left corner of the screen