**Control scheme**:

* Left-click on "Play" to start the game.
* Close the game with ESC or by left-clicking on the close window button.

Player Controls:

* Move the player with WASD.
* Press Space to use the station module on the ship.
* Press E to enter/exit the building mode.
* Other keys will stop moving the ship.

Steering Wheel (ship) Controls:

* Move the player to the steering wheel (in the middle of the ship at the start of the game), and press Space to use the steering wheel.
* Move ship with WASD.
* Press Space to gain back controls to player mode.

Healing Module Controls:

* Move the player toward the healing module, and press Space to use the station.
* Left click to heal the ship (There is a 10-second cooldown between each use)

Cannon & Laser Beam Controls:

* Move the player to the cannon station, and press Space to use the station.
* Move the mouse around to change the direction the cannon is pointing at.
* Left click to fire a projectile from the cannon (there is a timer on the cannon).
* Press Space to gain back controls to player mode.

Build mode controls:

* Press E to pause and open the build inventory.
* Right-click on a ship module to remove the module from the ship and store it in the inventory.
* Left-click on a module in the inventory to select, then left-click on a ship tile to place down the module.

**Game wiki:**

|  | **Enemy: Boat chickens**   * **Find path towards the player while avoiding islands** |
| --- | --- |
|  | **Enemy: Hot balloon chicken**   * **Finds a straight path toward the player** * **Can fly over islands** |
|  | **Enemy: Cow spitters**   * **Stationed on islands** * **They will shoot projectiles at the player once within range** |
|  | **Player (you)**   * **Controls stations on the ship** |
|  | **Jailed and not jailed Bunny**   * **Can be found on islands** * **Save them and drop them off base to receive upgrades** * **When on ship, it can be used to automate modules.** |
|  | **Trapped Bunny indicator (Radar)**   * **Indicates the nearest jailed bunny** |
|  | **Home indicator**   * **Indicates where the home base is after all bunnies have been rescued** |
|  | **Steering wheel**   * **Controls the ship** |
|  | **Simple Cannon**   * **Can be automated** * **Can be modified with Bubble Buff** * **Must be used to save bunny** |
|  | **Laser Module**   * **Can be automated** * **Cannot be modified with Bubble Buff** * **Cannot be used to save bunny (too dangerous for bunny)** |
| **+  =** | **Simple Cannon with bubble buff**   * **Added bubble buff to existing simple cannon to make it shoot bubbles** * **In addition to damage, bubbles also slow enemies** |
|  | **Healing Module**   * **Can be automated** * **Used to increase ship’s health** |
|  | **Bnuuy’s Ship**   * **Where you can place your modules.** * **Can be expanded if chosen as an upgrade** |
|  | **The Base**   * **Player can drop off saved (and unstationed) bunnies to receive rewards** |
|  | **Encyclopedia Book**   * **Contains information about different module types of the ship** |

**Overview:**

1. Once the program runs, the game will begin with the intro story cutscene along with music. You may choose to press space to skip through the cutscenes.
2. After the cutscene is finished, there will be a menu screen with a `Play` button, a ‘ Tutorial’ button, a ‘Continue’ button (if there is a saved game file, if you're playing the game first time there will not be one) and a ‘Exit Game’ button.
3. If you want to play the tutorial level, click the ‘Tutorial’ button; If you want to start playing from level 1, click the ‘Play’ button; If the ‘Continue’ button exists, and you want to continue the last saved file, click the ‘Continue’ button; If you wish to quit the game click the 'Exit Game' button.
4. Top left shows a health bar of the ship. As the health depletes, the health colour will change gradually from green to red.
5. Top right corner has a book icon, which is our game’s encyclopedia. Left click it to open the book. The book contains selectable module types on the left page, and the selected module’s corresponding description on the right page.
6. Beside the book icon, we have a bunny count for the level (this shows the bunny currently on the ship, not including the bunnies already dropped off on island). When on hover, it shows the number of bunnies assigned on module, and the number of bunnies idling.
7. When stationing at any station on the ship (by walking on top of the station and pressing space), there is a light blue outline that shows if you're stationing (using) the station or not.
8. After using a station, if a station has a cool down time, the station will appear darkened until the cool down time is over (so like a cannon will be shaded out until you can shoot again).
9. You should be able to use the 2 modules that are on the ship when first starting the game (1. steering wheel, 2. cannon) simply by standing on their respective tile and pressing the spacebar.
10. If you control the steering wheel, you can move the ship by pressing WASD, the player's view (camera) moves with the ship's movement.
11. If you control the cannon, you can aim using the mouse and left-click to shoot projectiles.
12. Module rearrangement (press E to pause game and open inventory):
    1. If you wish to store a module in your inventory, right-click on an existing module in the ship.
    2. If you wish to place a module from your inventory, left-click on the desired module from the inventory located at the bottom of your screen.
       1. Then left click on where you want to place it on the ship. Only one of each module can be present at any time.
13. There are trapped bunny indicators on the screen that can guide you in the direction of a jailed bunny. Once all jailed bunnies are saved, a home indicator will appear that can lead you to home base.
14. If you have a helper bunny in the inventory, you can select and place it on the cannon, laser, or heal modules to activate automation which uses a decision tree and will be indicated by a mini bunny icon on the top right corner of the module; right click removes bunny from the cannon.
15. If you have a bubble modifier in the inventory, you can select and place it on only simple cannons to modify it to be a bubble cannon. Enemies will get a ‘slow’ effect if they collide with a bubble projectile; right click removes the bunny from the cannon.
16. If the ship collides with an enemy, the ship and enemy will take damage (the enemy will die)
17. If the cannon projectile or the laser beam collides with an enemy, the enemy will take damage, the projectile will disappear. Enemies will disappear if their health is 0.
18. If the cannon projectile collides with a jailed bunny, the bunny will be saved and board the ship.
19. Bunny’s that are not on a module will be saved to the ship once the player brings them to the base. This will prompt the player to select a new module from a random set.
20. If the player attempts to move outside the ship, it will stop moving at the ship’s boundaries.
21. If the ship collides with an island or the game boundary, it will stop moving at the island/game boundaries.
22. Some enemy types will use A\* pathfinding to find the shortest path to the ship while avoiding collisions with islands.
23. Background noise and sound effects will play whenever the ship or projectile collides with an enemy (only for simple cannon/bubble modules), and opening/closing a book.
24. Once a level has been cleared by saving all the bunnies, your progress will be saved and you will proceed to the next level.
25. Once you exit the game by pressing ESC on the main menu or clicking the "Exit Game" button on the main menu, you will close the game. If you start the game and you have completed at least one level, there will be a ‘Continue’ button on the main menu. If you press ‘Continue’, the game will begin from your last saved file (the last time you complete a level with your modules obtained).