



TOMATO GAMES

Adventure Catto

USER MANUAL



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BACKGROUND

FOR PLAYERS AGES 5+

Introduction

Getting into coding can seem like a daunting task, especially for those with limited experience. That's why Adventure Catto was created, as a light-hearted and enjoyable approach for introducing young minds to the world of programming. We aim to prove that being a beginner does not have to be intimidating!

This game caters towards active learners, by combining interactive gaming with education. As a player, you will become acquainted with the basics of Python. You will collect code and learn how to correctly order this, while also facing other exciting challenges to complete each level.

As a classic 2D platform game, this can appeal to a wide age group, ranging from younger children to middle teenage years. It is our hope that being immersed in a fun and engaging learning experience will motivate players to want to learn more about coding.

Aims

The objectives of this game are to teach beginners:

- the existence of basic coding concepts – such as variables, functions, loops, and lists
- how to correctly order code
- problem-solving skills

Story

Catto the cat is playing fetch in the park with his beloved owner, The Man. As Catto runs away to fetch the ball, the evil scientist Dr I.M. Evil appears. He has always been jealous of The Man, who Catto chose over him. Seeking revenge, Dr Evil sneaks steals The Man away.

Catto returns to find his owner missing. All that is left is his backpack. Catto is determined to find him. He stumbles across a wise and friendly owl, who informs him of Dr Evil's plans. "He keeps his prisoners locked away in a castle. I will guide you there!" explains the wise owl.

As they enter Evil Land, they see their path to the castle is obstructed by obstacle courses. The wise owl explains that the keys for unlocking the castle doors are hidden in each course. Catto must assemble each key by collecting pieces of code and putting them together in the right order. Only then can he enter the castle and be reunited with his owner.

Catto embarks on this perilous journey, with only a backpack to collect code and a friend to guide him. Will he learn enough code to free The Man?



Characters

1. Catto



Catto the cat is a loyal and brave pet. He completes dangerous missions while collecting code to save his owner.

2. The Man

The Man is Catto's dim-witted owner. He manages to get kidnapped by an evil scientist and is locked away in his castle lair.

3. Dr I.M. Evil

This evil scientist kidnapped Catto's owner. He designed obstacle courses where he has hidden the keys to his castle. Dr Evil is a master of Python, creating these keys from pieces of code. He can only be defeated if Catto cracks the code.



4. Wise Owl



The wise owl acts as the oracle of the game. He knows the correct order of code to assemble each key. He guides Catto through Dr Evil's plan, and provides hints if Catto gets stuck.

5. Evil Minions

Dr Evil's employs his minions to stop Catto from collecting the code. They patrol each level, moving left and right. Coming into contact with them is deadly.



GETTING STARTED

System Requirements

Operating system: Windows

Install Instructions

1. Download the game package from the link provided.
2. Locate the ZIP file.
3. Right-click on the ZIP file.
4. Select "Extract All".
5. Select a location where you want to extract the files.
6. Open the folder where you extracted the files.
7. You should see an exe file.
8. Simple double click on the exe file to run the game.

HOW TO PLAY

Controls

1. Catto

Catto is controlled using the following keys on the keyboard:

- S: Move left
- D: Move right
- Space bar: Jump

2. Collection Mode

Enter or exit collection mode using the following keys on the keyboard:

- W: Enter collection mode
- E: Exit collection mode

3. Backpack

Open or close the backpack using the following key on the keyboard:

- Q: Open/close backpack

Or use the mouse to click on the backpack icon on the top left-hand corner of the screen.

4. Oracle

Use the mouse to click on the oracle when he appears, to reveal a hint.

5. Pause or Play

Pause or play the game using the following key on the keyboard:

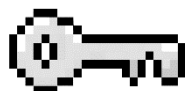
- P: Pause/play game

Objective

Guide Catto through each level, by avoiding being killed by Dr Evil's minions and collecting code in the correct order to unlock the castle door.

End Goal

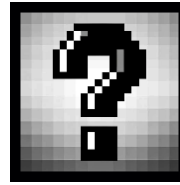
Once all of the code has been collected in the correct order, the key to unlocking the castle door will be assembled.



You will then be able to enter the castle.

Instructions

1. Finding Code



Short pieces of code are hidden within Question Blocks. These float mid-air and are scattered throughout each level.

If you want to view the code without collecting it, make sure to exit collection mode first. When not in collection code, Catto will appear grey in colour.

To reveal the code, hit the Question Block by jumping up or onto it.

2. Collecting Code

If you want to collect the code, make sure to enter collection mode first. Catto will change colour in collection mode.



To collect the code, hit the Question Block by jumping up or onto it.

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The code will be added to Catto's backpack and the Question Block will then disappear.

Remember to exit collection mode afterwards so you don't accidentally collect the wrong code later.

3. Ordering Code

The Questions Blocks are not in the correct order. You can only collect code if it is in the right order. If you collect the wrong piece of code, you will lose a life.

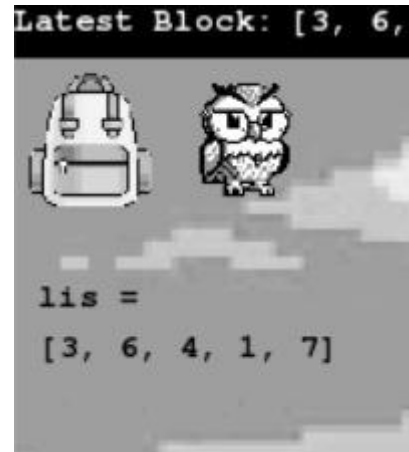
4. Backpack

Catto's backpack contains all of the code you have collected in the order in which it was collected.



The backpack is always displayed on the top left-hand corner of the screen.

You can view the code by clicking on the backpack at any point in the game.



5. Lives

Cats only have nine lives. The life bar at the top of the screen will show how many lives you have left.



You will lose a life if:

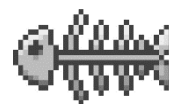
- You fall off the platform
- You are touched by an evil minion
- You collect the wrong piece of code

When you lose all of your lives, the game is over. You will be given the option to restart if you want to.

6. Kill Evil Minions

You can kill the evil minions by jumping on their heads.

7. Power-Ups



Fish skeletons are scattered throughout each level. Collecting one will improve your time score.

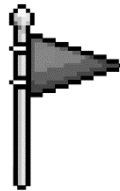
Adventure Catto

Features

1. Checkpoints

Save your progress by moving across a checkpoint flag.

If you lose a life, you will be automatically transported back to the last checkpoint you collected.



2. Oracle

If you are struggling, click on the oracle to receive a hint.



3. Timer

Each level will be timed. Your final time score will be shown at the end. You can reduce your time by collecting power-ups.

4. Leaderboard

Once you have successfully completed the level, you can enter your name into the leaderboard.

This will display the top scores and times. If you complete the level quick enough, you will see your name in the leaderboard.



LEVELS

Each level will introduce you to a new coding concept. The levels will become progressively more challenging.

Level 1: Create a list

Level 2: Create if/else statements

TROUBLESHOOTING

If you encounter issues with running the game, ensure that your computer meets the minimum system requirements, as detailed on Page 2.

If you encounter issues with graphics or audio, ensure that your graphics and audio drivers are up to date.