User Manual Outline for 2D Platformer Adventure

#### **Title: 2D Platformer Adventure User Manual**

**I. Introduction:**

* Welcome Message
* Brief Overview of the Game
* Target Audience

**II. System Requirements:**

* Minimum Hardware Specifications
* Software Dependencies (Godot Engine Version, etc.)

**III. Installation:**

* Download and Installation Instructions
* Troubleshooting Installation Issues

**IV. Getting Started:**

* Main Menu Navigation
* Controls Overview
  + Movement
  + Jumping
  + Interactions
* Start Screen Options

**V. Gameplay Mechanics:**

* Character Abilities
  + Basic Movement
  + Special Actions (Double Jump, Wall Jump, etc.)
* Collectibles and Power-Ups
* Interacting with Enemies and Obstacles

**VI. Level Progression:**

* Overview of Levels
* Goal of Each Level
* Unlocking and Advancing to New Levels

**VII. Scoring and Achievements:**

* Scoring System Explanation
* Achievements and Rewards

**VIII. User Interface:**

* Heads-Up Display (HUD) Elements
* Understanding On-Screen Information
* Accessing the Settings Menu

**IX. Settings Menu:**

* Adjusting Volume Settings
* Customizing Controls
* Display Preferences

**X. End Screens:**

* Level Completion Screen
* Game Over Screen
* Game Completed Screen

**XI. Troubleshooting:**

* Common Issues and Solutions
* Reporting Bugs and Feedback

**XII. Additional Features (Optional):**

* Audio Controls
* In-Game Settings Customization
* Advanced Gameplay Mechanics

**XIII. Frequently Asked Questions (FAQs):**

* Addressing Common User Queries

**XIV. Conclusion:**

* Thank You Message
* Encouragement to Provide Feedback
* Acknowledgments and Credits

**XV. Appendices:**

* Keyboard and Controller Mapping
* Glossary of Terms
* Contact Information and Support Resources