User manual for Becky Run

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Table of Contents:

1. Making and Compiling

2. Game Controls

3. Scoring

4. Results and Lifetime Results

Making and Compiling

1. Open MSYS

2. Make sure build 32 is active

3. Find the follow path of Becky Run

4. Type that folder path using this format: cd ~/~/~/

5. Once the folder is found type **MAKE**

6. Make sure the files all compile correctly

7. Once it is done compiling type **GAME**

8. Begin playing!

Game Controls:

* To make Becky Jump press the “up” arrow key.
* To make Becky move right press the “right” arrow key.
* To make Becky move left press the “left” arrow key.
* To pause the game, press the “P” key.
* To continue the game, Press the “C” key.
* To start hit the start button, with your mouse.
* To play again, hit the yes button.
* To quit, hit the quit button.
* To see records, hit the life time results button.

Scoring

* If you hit a zombie penguin, you get 100 points.
* If you hit a life ring, you get 200 points.
* If you make it to the end before time is up, you get a variety of time bonuses.
* Your score is saved to a text file.

Lifetime results and Game Results:

* To access the lifetime score option, just click on the lifetime score button.
* These scores are saved to text files.
* The regular score is saved first, followed by the lifetime score.