**Overview**

Reconstruct is a 2.5d JavaScript game for teens. It is an action/ adventure game. Reconstruct is set in a futuristic and apocalyptic environment. It is played with the WASD keys to move, and the mouse to interact and shoot. Open ‘Reconstruct.html’ in a web browser, preferably Google Chrome, to start the game.

**How to Play**

Object:

The object of the game is to survive 10 days, without having you or your Head Quarters die. The ‘mutants’ will try and stop you from reaching your goal. They will break into your walls and will destroy your Head Quarters. The only way to stop them is to shoot them down.

Resources:

Recourses are the only in-game currency of this game. Destroying mutants gives you resources. Healing walls, healing the Head Quarters, and capturing buildings cost resources.

Modes:

In this game there are two modes: ‘Build mode’, and ‘Attack mode.’ You can toggle between modes by clicking on the buttons in the top left corner of the screen. The swords represent ‘Attack mode’ and the hammer represents ‘Build mode.’

In ‘Attack mode,’ the player can click to fire a projectile that damages enemies

In ‘Build mode’ the player can heal walls, heal the Head Quarters, or capture new buildings. Walls and the Head Quarters can be healed by clicking on them. Buildings can be captured also by clicking on them, but only if they are adjacent to the town. Some buildings can give you villagers, others have special perks.

House: Can house 1 villager.

Apartment: Can house 3 villagers.

Warehouse: Can store 500 resources.

Hospital: Can heal 2 villagers.

Convenience Store: Gives 1000 additional resources.

Note: When a player is in ‘build mode,’ they can hold down ‘space’ to toggle a grid that makes building easier.

Villagers:

To start every game, a player begins with 4 villagers. Villagers help shoot at enemies. They can also level up which increases their stats. If a villager dies, the villager is transferred to the hospital where it heals. If the hospital is full, the villager dies.

The maximum number of villagers for the town starts at 6.

Mutants:

Mutants spawn more often at night than during the day. There are 10 different types of mutants. All mutants head toward the Head Quarters. Once they get, there they slowly destroy it. Every night a new boss spawns.

GUI:

The log at the bottom displays important messages.

The buttons at the top left corner of the screen are the pause, ‘build mode’, and ‘attack mode’ buttons. Clicking the pause button pauses the game. Clicking any one of the mode buttons changes the mode.

The bars in the top right corner display your health, your level, and your resources. It also displays the day.

**To Start Playing**

Open ‘Reconstruct.html’ in a web browser, preferably Google Chrome. If you are experiencing issues, and for detailed instructions on how to start playing, visit ‘issuesPlayingGame.docx.’ For credits, visit ‘Credits.docx.’