User's Manual

Project Name: Collider

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Date Finished: 15/05/2019

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General Information

1.1   General Information

The purpose of this section is to provide an explanation of the system in general terms.

1.2   System Overview

Collider is an online 2-D space shooting game built using the Unity Engine. The objective of the player is to battle and destroy incoming enemy ships. The player will have health points and can collect hearts to regain health. The game has feature such as dynamic difficulty adjustment, and an online database where players will be ranked based on their scores.

1.3   Format of this User Manual

In this user manual there will be 4 sections: General Information, System Summary, Installation, User Guide.

The system summary will provide the information on the software and hardware requirements for the game.

The installation section will explain how to download and run the game.

The user guide section will describe the general layout of the system and how to use it.

System Summary

2.1   System Summary

The system summary will provide the information on the software and hardware requirements for the game.

2.2   System Configuration

Collider will be available for computers with 32/64-bit Windows 7,8, or 10 with Intel Core™ i3, i5, or i7. Computers will require a minimum of 4GB of DDR3/4 RAM. The computer must have a minimum default screen resolution of 1920 x 1080 for the game to be fully displayed.

2.3   User Access Level

Any user that downloads the game will be able to play it on their computer. For the user to post their score to the online leader board or to view the other scores on the leader board, they will need to have access to the internet. The game does not require you to configure any internet settings. The user will simply have to connect their computer to the internet and they will be able to interact with the leader board.

Installation

3.1   Installation

The installation section will explain how to download and run the game.

3.2   Download and Installation:

1. Click Download

2. After the zip file has finished downloading, double click it and extract its contents.

3. After extracting, click on "Collider Project" to run the game.
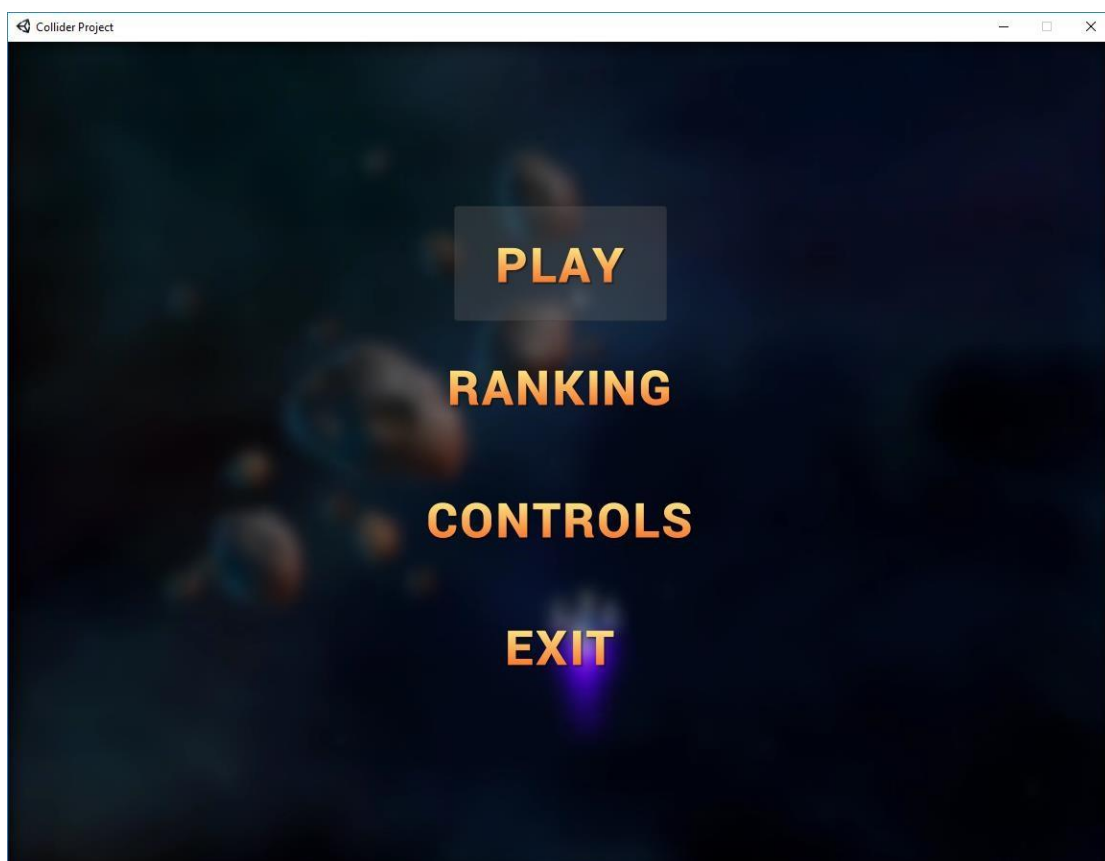

User Guide

4.1   User Guide

The user guide section will describe the general layout of the system and how to use it.

4.2   Using the Program

When the user first opens the game, the first thing they will see is the main menu. The user can then use their mouse to navigate through the menu.

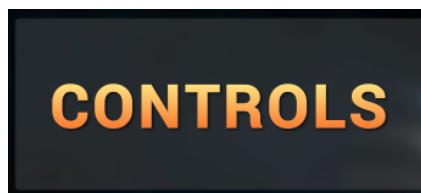## 4.3 Buttons and System Layout

- Main Menu:

    o Play – this button will allow the user to play the game.

    o Ranking – when the user clicks this button, they can view the high score leader board.

    o Controls – clicking this button will open the controls menu so that the player can learn the controls required to play the game.

    o Exit – this button will allow the user to close the game.

- Ranking:

    o After the user has clicked the "Ranking" button, the leader board will be opened. While data is being pulled from the server, the names will display "Fetching" and the scores will be 0 as shown below.
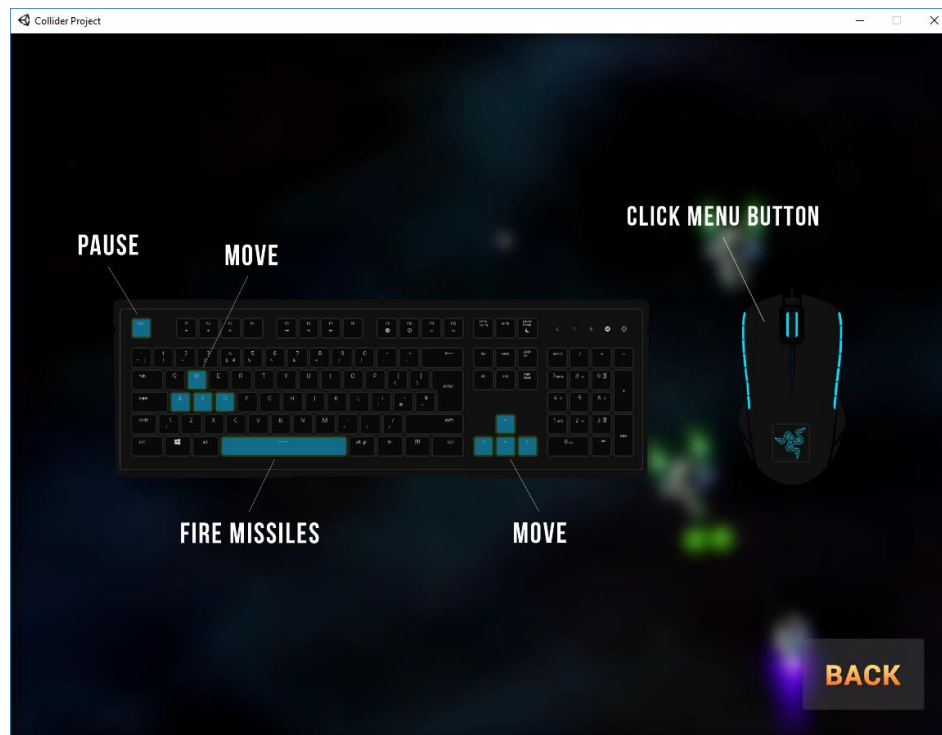

    o When the latest scores have been pulled from the server, the user should be able to see the names of the top 10 ranked players, their positions, and their scores.
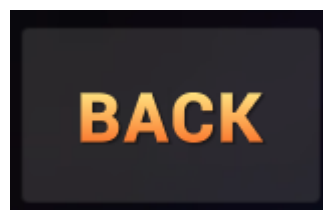
- Controls

  o When the user clicks this button, they should see the controls required to play the game and to use the system.

  o Back – as you can see, both sub menus contain a back button. When the user is at any sub menu and clicks this button, they will be taken back to the main menu.

- In-Game Menu

  - While playing the game, the user can click the escape button to pause the game at any time if the game is not over.

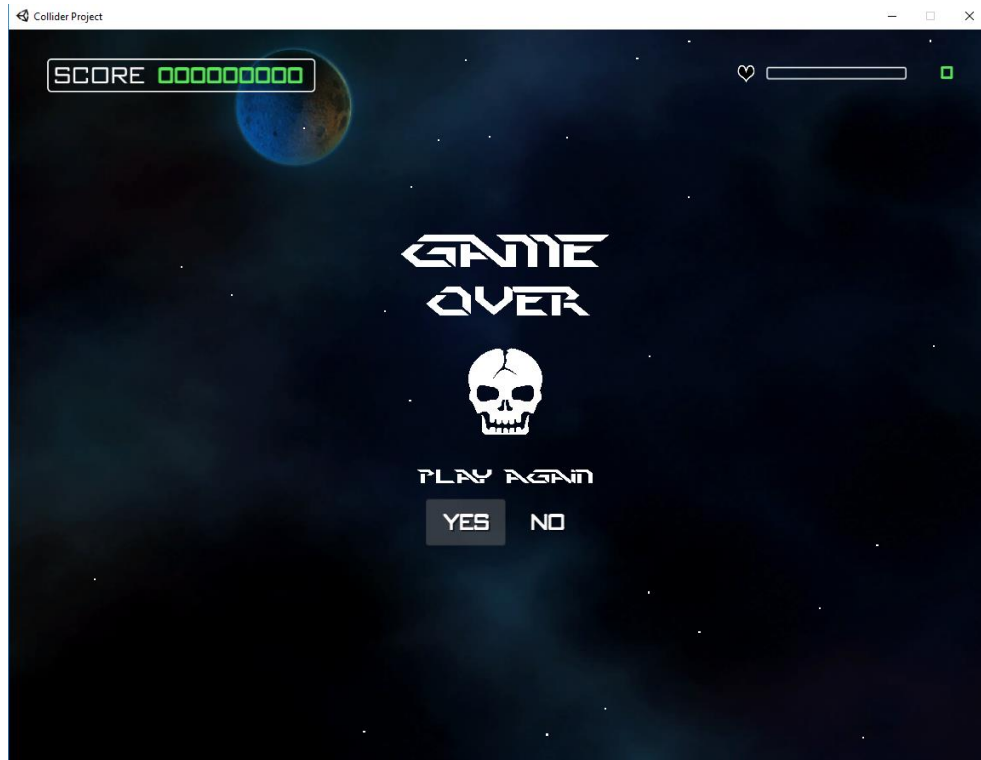 - Resume – clicking this button will allow the user to continue to play the game.

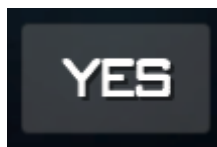 - Menu – when the user clicks this button, they will be taken back to the main menu.
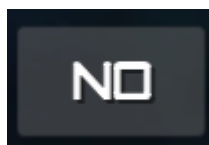
- Game Over

    o When the player loses the game, they will be given the option to play the game again.

    o Yes – clicking this button will allow the player to replay the game. They can replay as many times as they want whenever they lose.
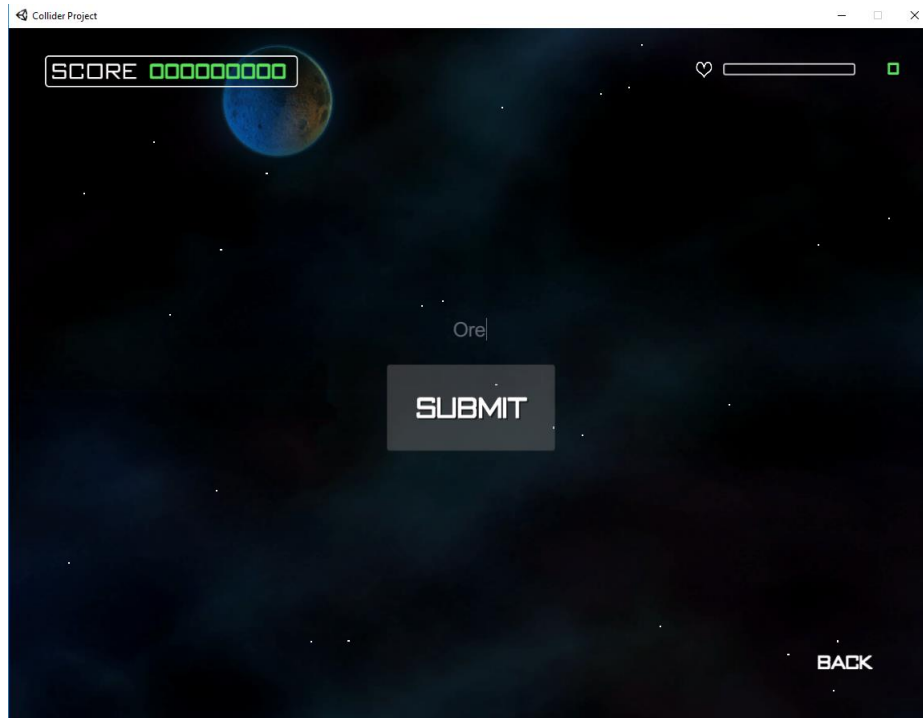

    o No – when the user clicks this button, the option to play again will be closed and they will be allowed to submit their name.

- Submit

    - When the player is given the option to replay the game, if they click "No", the following should be displayed.

    - Submit – the player will only be able to interact with this button if the name that they have entered is between the length of 3 and 10 characters long and consists of **only** alphanumerical characters. When the player clicks this button, their name will be posted to the leader board and they will be taken back to the main menu. From there, they will be able to see if they made it onto the leader board.

    - Back – if the user changes their mind and wants to replay the game, clicking this button will display the option to play the game again.

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