

## Lab 6 – User Usage Documentation

### README

Welcome new user! You are about to enter a fun and exciting new world.

“Android Demonstrating Advanced Movement” or “A.D.A.M.” is a game featuring a runaway robot as the protagonist. A.D.A.M. has escaped the Turing facility in order to achieve freedom. Your goal is to keep running while maneuvering the terrain and fighting off enemies to proceed to the next level. The game is designed using Pygame as the game engine and by extension Python as the programming language.

The coding attributes of the game include: player actions, level design, physics engine, user interface, and enemy AI. Art elements are also important and include: player animation, enemy animation, background art, and user interface art. Procedural level generation will allow the player’s experience each time to be refreshing and new.

To play the game:

1. Install Python 3.2. This may require you to uninstall the current version of python that you are using.
2. Install Pygame 3.2 and place it inside the same folder as your python installation.
3. Open the project PythonApplication3 in an IDE.
4. Run the game in the IDE.
5. A title screen will appear with options to start or quit a game.
  - a. To play, press start.
6. Use the following controls to move the character around the environment and attack the enemies. The goal is to get to the end and stay alive:
  - a. left arrow – move left
  - b. right arrow – move right
  - c. up arrow – jump
  - d. space bar – shoot
7. To pause the game, press the escape key. This will take you to a screen reminding you of the controls of the game. The options from there are to resume the game or quit.