User Manual

For

[Game Name]

Ver. 1

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Written by Dylan Gilmour

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# Manual Introduction

Why you made the game (for your graded unit as part of your second year in your hnd)

Maybe briefly mention your inspiration

## Copyright Notice

[game name] was created by and is the sole property of Dylan Gilmour. All assets used are, unless otherwise stated, also the individual property of Dylan Gilmour.

Any assets you have stolen/ripped:

Where Used: “Actual Name” was created by [author] [link to source]

**Creative Commons Attribution License**. This lets you use stuff.

# Terminology Use

List and describe any unfamiliar geeky/gamer words you may have used. **This includes contractions like co-op!!!!!!!**

# Game Rules

Rules of your game.

1.)

2.)

etc

# Game Requirements and Installing the Game

## Minimum requirements

List these here.

## Installation

How to install the game

# The Game Screen

Show and explain each game element

## Main Menu

## Player Objects

## Bricks

# How to Play

Briefly describe how the game works

## Controls

[Game Name] can be played using a keyboard.

List your default control scheme here

## Scoring System

List your scoring system here

Brick Colour : Points Awarded

## Winning the Game

How the player can win and what happens

## Losing the Game

How the player can lose and what happens

## Quitting the Game

How to quit the game.

# Help

Common questions & how to fix them

I.E Game is not running properly! – ensure game is installed properly, Reinstall if needed, etcetc

Cant view high scores

Error X

Error Y