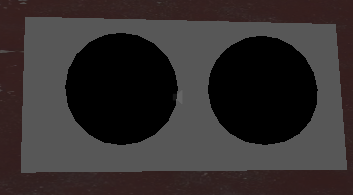
**User Manual for CodeEscape**

**Controls:**

|  |  |
| --- | --- |
| **Key** | **Function** |
| W, Up Arrow | move forward |
| A, Left Arrow | move left |
| D, Right Arrow | move right |
| S, Down Arrow | move backward |
| Mouse | Look Around |
| Shift | Run |
| Space | Jump |
| E | Action |
| H | Help |
| Q | Change Level |

**Important game objects:**



**Terminal:** Object that lets you interact with code



**Button:** Opens doors, activates code, and does stuff

**Levels Solutions:**

**Level 1**

* Walk to the terminal
* Press “e” to bring up User Interface
* Type “Hello World” in the string text field
* Click Submit
* Walk to button to press it and open the door
* Walkthrough the passage.

**Level 2**

* Walk to the terminal
* Press “e” to brings up UI
* Indent the existing code properly by adding tabs
* Click submit
* Walkthrough the bridge and enter into the passage

**Level 3**

* Walk to the terminal
* Press “e” to brings up UI
* Click “Change int to double” button
* Type 1.4 under value and click assign power
* Click submit
* Walk to button to press it and shoot a red bull
* Cross the bridge
* Exit the door

**Level 4**

* Walk to the terminal
* Press “e” to brings up UI
* Click “Create a Scanner” button
* Type “order” under variable and click assign scanner
* Click submit
* Go to the left screen and press “e” to bring up the UI
* Type “cake” or “waffle” or “hamburger”
* Click “Feed me!”
* Walk to the food that appears in the room
* Exit the door

**Level 5**

* Run away from the boulder (hold shift key to run)
* Find the terminal on the right wall towards the end of the hallway
* Press “e” to brings up UI
* Click “Insert If Statement” button
* Click either “close gate” or “open hole” button
* Click “open door” button
* Click “submit” button
* If hole is opened, you can still walk past it by hugging the wall
* When it’s safe to do so, exit the door

**Level 6**

* Walk towards the terminal on the left
* Press “e” to brings up UI
* Type 1, and 6 respectively in the top two text fields
* Click “Assign random integer between” button
* Click “Add Switch Statement” button
* Under Case 1, assign the value 1 to top face by typing 1 in the bottom text field and clicking “Assign int to topFace”
* Do the same for cases 2,3,4,5,6 by assigning the matching number
* Click “submit”
* Walk to the play button to press it.
* Keep trying until your die is higher than your opponent's
* Exit the door when it opens.

**Level 7**

* Walk towards the terminal
* Press “e” to brings up UI
* Click “Remove Code” button
* Set Start to 3 and Finish to 1 and Click “For Loop” button
* Type “i” under value, and click “Shoot” button
* Click “Turn Turret” button
* Click “submit”
* Walk to the play button to press it.
* Exit the door when it opens.

**Level 8**

* Walk towards the terminal
* Press “e” to brings up UI
* Assign the value 1 to the index 0 and click “Assign index” button
* Assign the value 2 to the index 1 and click “Assign index” button
* Assign the value 3 to the index 2 and click “Assign index” button
* Assign the value 4 to the index 3 and click “Assign index” button
* Assign the value 5 to the index 4 and click “Assign index” button
* Set Start to 3 and Finish to 1 and Click “For Loop” button
* Click “submit”
* Jump over the blocks to get to the second floor
* Exit the door

**Level 9**

* Walk towards the terminal behind you
* Press “e” to brings up UI
* Click “Instantiate Shield” button
* Click “Generate Shield” button
* Walk to the generated blue shield
* Walk past the stream of blue bullets
* Walk towards the terminal on the left
* Press “e” to brings up UI
* Click “Add setColor() Method” button
* Click “submit”
* Walk towards the terminal on the left
* Press “e” to brings up UI
* Click “Instantiate Shield” button
* Click “Set Color to Green” button
* Click “Generate Shield” button
* Click “submit”
* Walk past the green stream of bullets
* Exit the door

**Level 10**

* Language introduced in the game: **Java**
* **Get Method** is used to access private variables from another class
* The random method generates **2,3,4**
* **3.0** is a double
* In the if statement code snipped **None** of the printout statements gets executed
* **AAAAAAA** is the output for the for loop code
* The output for the arrays code is **12**
* **Scanner** Class is used to get input from the user
* Output of the print out code is
* **System.out.print** is used to print something on the screen