Usage Instructions for Auriga Project

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Playing the Game

Our game is accessible on the web at https://cs-467.azurewebsites.net. Upon browsing to this site, the game has a starting menu that allows one to select between single player or two-player modes. It also allows one to view the current top 5 high scores. If one selects single player, they are immediately dropped into the initial Mario level that everybody knows and loves. If the player selects two-player mode, they are dropped into a waiting screen until another player also selects this option. Pairing is automatic and random, so there is no need to always play with a friend.

As one plays through the game on single player they will encounter an overworld level, an underground level, a level in the clouds, and bowser's castle. Each of these levels has a unique look and feel, with goombas, ground koopas, flying koopas, fire ropes, and bowser scattered among the different levels. Throughout the game the player can find various power-ups including power-up mushrooms, one-up mushrooms, stars, and fire flowers. Mario can shoot fire with the 'w' key when he is fully powered-up, making killing various monsters a breeze. Certain pipes allow mario to warp to a different location (including on level 2, where you start in the overworld and transition to the underworld).

As players play through the game on two-player mode, they will be able to jump around the same levels together and kill enemies as a team. The team lives and dies together, so if one Mario dies, they both die. Life totals and scores are shared. One fun thing is that the camera is unlocked for both Marios, so they don't need to stay together within the same level in order to explore. Players are locked together between levels, so if one mario gets to the end they won't leave their friend behind.

At the end of the game, whether in single or two-player, users are able to optionally submit their score. If it is high enough, they may even make the high score screen!

Game Controls:

Left: A or Left Arrow
Right: D or Right Arrow
Down: S or Down Arrow
Jump: Spacebar
Fireball: W

Return to Main Menu: Esc Key

Getting to the Game

The usage instructions for our project are pretty simple. You can go to the URL https://cs-467.azurewebsites.net and then choose a menu option. If you want to play two-player you can do so locally by opening a second tab. Bear in mind that network lag is somewhat more noticeable when you have two windows directly next to one another. If you are able to play with a second person you will have a more fluid experience.
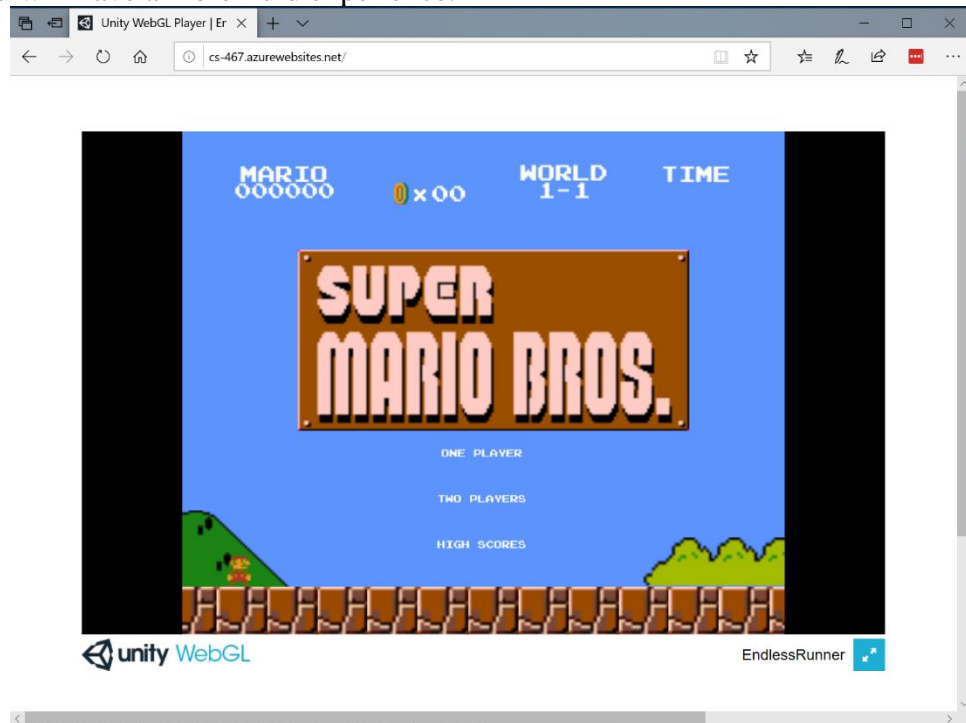
- This is the main menu where you can start your super mario adventure!
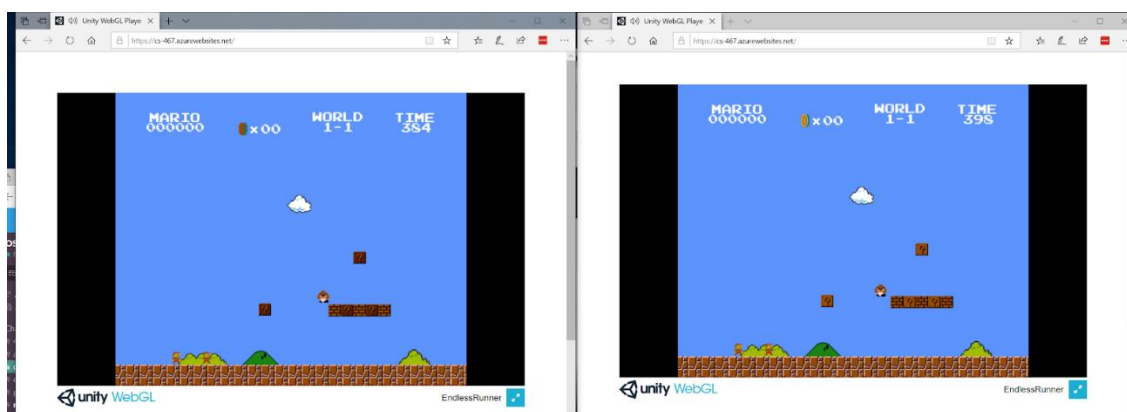
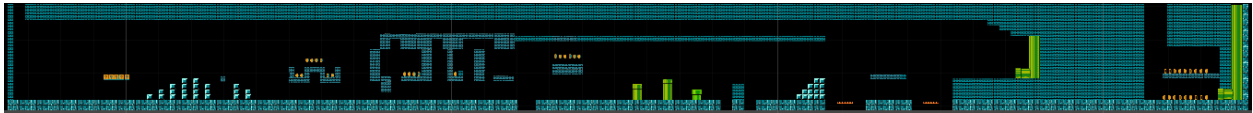- Watch out, the goomba might get you!

Choose one or two players and have fun! The game is setup to be mostly self-explanatory just by playing through the first level. Running, jumping, getting powerups, and killing enemies will come naturally after the first level.

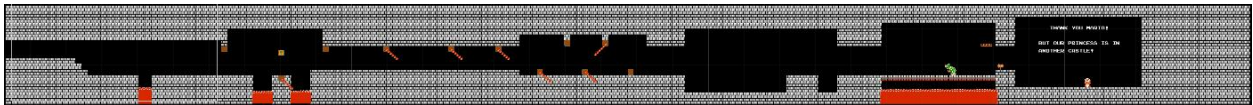## Level Layouts

Level 1:

Level 2:

Level 3:

Level 4:

Viewing Source Code

To view source code, you can navigate the EndlessRunner-master folder to EndlessRunner-master/src/Assets/Scripts. You can also open this project in the Unity program if you desire by selecting "Open project" and selecting the "EndlessRunner-master/src" folder.