1. Run the game, first, a sound volume inputter will appear to allow the user to select how quiet or loud they want the music. Then, a menu with four buttons should pop up. The buttons are:
   1. Exit Game:
      1. If pressed, the game closes
   2. Play Pre-set Levels:
      1. If pressed, a submenu pops up with 9 buttons
      2. The first button, labelled “Back to Menu,” closes the submenu
      3. All other buttons open a level
   3. Play Custom Levels:
      1. If pressed, a pop-up text field appears
      2. Enter the name of a level that has been created by the user, without any file extension
      3. Pressing “Ok” will attempt to open the level
   4. Make Custom Levels:
      1. If pressed, a popup text field appears enter the height of the level in grid squares (the options are given)
      2. Another popup should appear. Enter the length of the level in grid squares (max 150)
      3. Making a level:
         1. Use the color pallete on the side to choose a color
         2. Click and drag in the grid to paint squares
         3. Use the color white to erase
      4. Saving a level:
         1. Press the save button
         2. A popup should appear.
         3. Type the file name in the popup, without any extension (entering an existing file will overwrite the existing file).
         4. Another popup will ask for the level type (type lowercase):
            1. Parcour - parcour levels are levels with lots of jumping and stunting
            2. Map - map levels have continuous terrain and few jumping obstacles
         5. Another popup will appear asking for the jump velocity.
         6. Enter a whole number (this will take some trial and error based on how difficult of a level is wanted):
            1. 15 - very small jump, around 3-4 blocks in height
            2. 20 - medium jump, around 5 blocks in height
            3. 25 - large jump, should be sufficient for most levels
         7. Enter a color that will be the platform in the map.
            1. Type a number from 1-16 which represents one of the 16 colors displayed on the left.
            2. Typing “1” will result in black being the platform color, “2” will be white, etc. (default “5” - lime green)
      5. Loading a level:
         1. A popup should appear asking for the level name.
         2. Input the level name without any extension
      6. Filling the canvas:
         1. The fill button will change the whole canvas to the color which is currently selected
         2. Can be used as a clearing button if set to white
2. When in a level:
   1. Use arrow keys to jump and move
   2. Releasing the right and left arrow keys will stop horizontal movement
   3. Pressing the up key and holding right key will cause a jump to the right, the opposite happens when holding the left key
   4. The character may only stay on top of lime green platforms.
   5. If the player misses a lime green platform by less then one block, they will automatically recover onto it
   6. If the character falls off, they will respawn at the beginning
   7. If the character reaches the end of the level, the menu will pop up with a “Success” banner
   8. If the level is too hard, the “Exit to Menu” button will close the level and open the menu
3. Level Ratings:
4. Casual (anyone can do them)
   1. Stairway To Heaven
   2. Old Valley Ranch
5. Moderate (slightly difficult)
   1. Pirate’s Cove
   2. Polar Express
   3. Titanic
6. Hard (require many tries)
   1. Parcour
   2. Pure Skill
7. Insane (will cause rage-quitting)
   1. Pure Skill 2