**USER GUIDE**

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**Installation:** The user will need to have installed Java 1.6 in order to compile, run, and execute the game. The user needs to have an operating system of Windows tha the or she will double click the jar file in order to open the game. If the user doesnot have Windows they will need to check that there is no reconfiguration of their operating system. They will need to put the file in the correct directory of the operating system, so that they are able to make the program work and play the game successfully.

**Features of the Program:**

• *Energy Bar:* User can keep track of his or her energy level during the game. Each time the user is attacked by the enemy, they lose a point in their overall energy, and the energy bar decreases by one. The user can get more energy by following the instructions of the Sensei and by bringing him the necessary items in order to trade it for energy. If the user’s energy level goes all the way to 0, the game is over.

• *Different Levels (Maps):* The user is able to go through different map in Lil’ Alchemy as they finish each level. There are doors available that leads to different maps with different landscapes. Some maps have ice in them, while other maps have forests. There are different Sensei houses located on each level (map) that the user can go to. The map is sort of like a maze with many pathways, and the user needs to choose the right ones in order to finish their tasks.

• *Penetrable Doors*: Our game has penetrable doors that gives allows user to travel in and out from different maps and houses. The doors are the gateway entrances to the different various levels included in this game.

**Limitations/ Bugs of the Program:**

The only limitation of the Java Tutorial program is that it is not as interactive as we would like it to be. That is the user is not able to ask the program questions. If there is any confusion with the user, the program cannot explain any further than the lessons that are already provided. Another limitation of the program is that the user can skip through lessons if they wish. Therefore, if they skip the lessons, the program wouldn’t be serving its purpose. More specifically, the tabs that contain each lesson or quiz are not disabled after it used so the user cannot go back and look at them. Similarly the program doesn’t prevent the user from skipping tabs and navigating to other tabs either.

**Improvements:**

A few improvements that could have been made if only more time was given, was the idea of an inventory and a Sensei.

• *Inventory:* The inventory could have been special feature of Lil’ Alchemy. The user is able to pick up one of the 4 elements of the world in the game. (fire, earth, water, lava). With those 4 items, the user is able to then combine different pairs in order to create new items. There are specific combinations that the user is able to do, and throughout the game, the game will be providing hints to the user as to what those combos actually are. An example is, water + earth = plant. Another example is water + lava =stone, stone + fire = diamond. An alchemist is an olden term used to describe chemists that would mix substances up in order to be able to create new ones. The game is pretty much defined by its title. The fun part of the game is when the user is required to do a little bit of creative thinking on top of logic thinking in order to come up with the different combos of the pairs. The user needs to manually combine the two items in order to produce a new item. The user has an inventory of all the items that he or she creates, with a total count of them beside the item. Diamonds allow the user to exchange it for energy.

*Sensei in the house:* The Sensei in the house is the wise old man in the Lil’ Alchemy. The user is able to go to the Sensei’s house to ask for advice, seek help, get missions and to get more energy points. The Sensei trades energy for the user’s diamonds.