

Delta

USER MANUAL

Prepared by:

Jack Crowley

Peter Julian

Chris Kelly

Matt Richardson

Nick Zazula

Table of Contents

• Introduction.....	3
• Accessing the Game.....	3
• Getting Started.....	3
• Moving.....	4
• Interacting.....	4
• Playing Minigames.....	5
• Completing Levels.....	6
• Exiting the Game.....	6

Introduction

Welcome to Delta! In this game you will explore the town and learn basic principles of computer programming. The town has several different houses. Each house hosts a minigame and in order to complete each minigame, you will need to apply the lessons that you learn throughout the level.

Accessing the Game

To access the game, please visit our website and load the game.

Getting Started

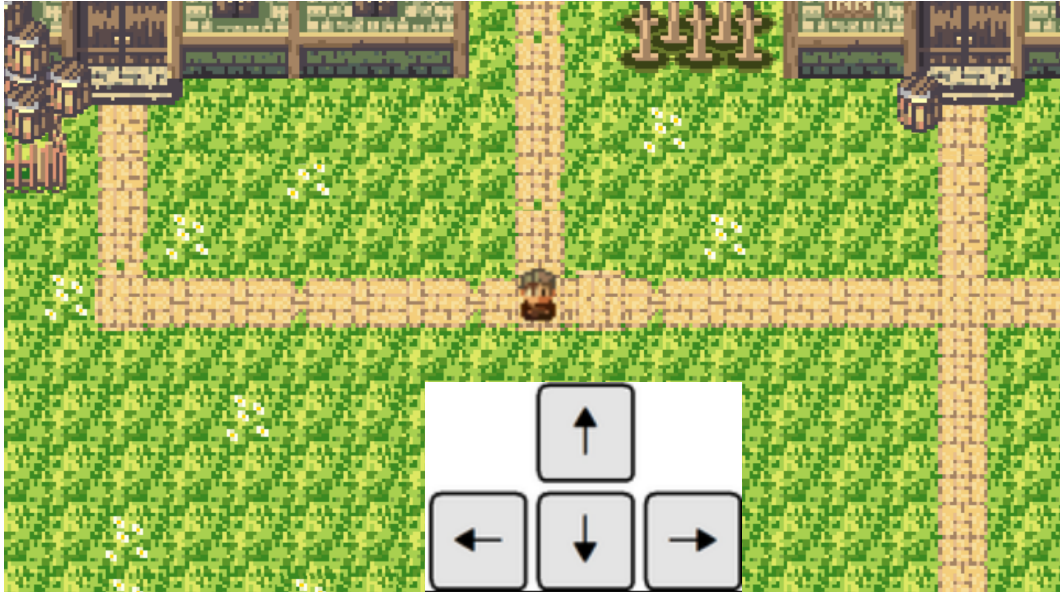
When you successfully login, you will land in the town.



The Guide will introduce you to the town. To interact with him (and other people in the town) press enter.

Moving

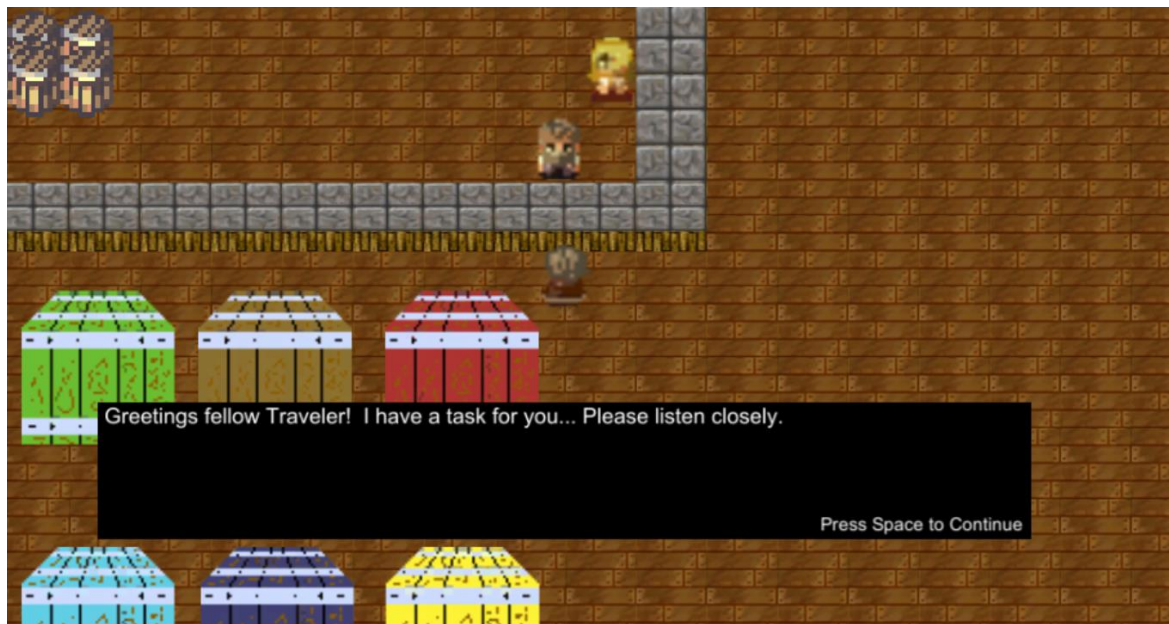
To maneuver your way through the town, use the arrow keys on your keyboard



Interacting

You can interact with objects and people by walking over to them and pushing enter.

When you see people you should interact with them. They are there to help you.



Be sure to follow the dialogue boxes. They contain important instructions

Playing Minigames

To play the minigames, walk over to a house and walk through the door.



You will be brought into the house to play the minigame.



Completing Levels

To complete a level you must follow the instructions given and complete the task. Upon completion you will be sent back into the town, where you will be able to go to another house to try another level.

Exiting the Game

If at any time during the game you want to exit, simply press the ESC key and the game will exit.

If you are struggling on a level and want to start over, hit ESC and restart the game.