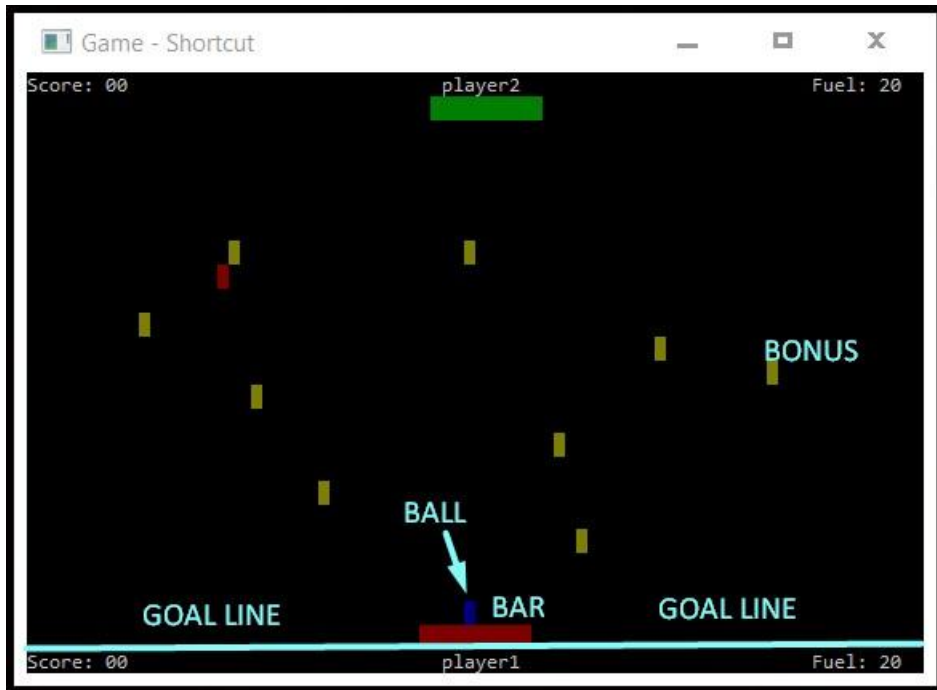
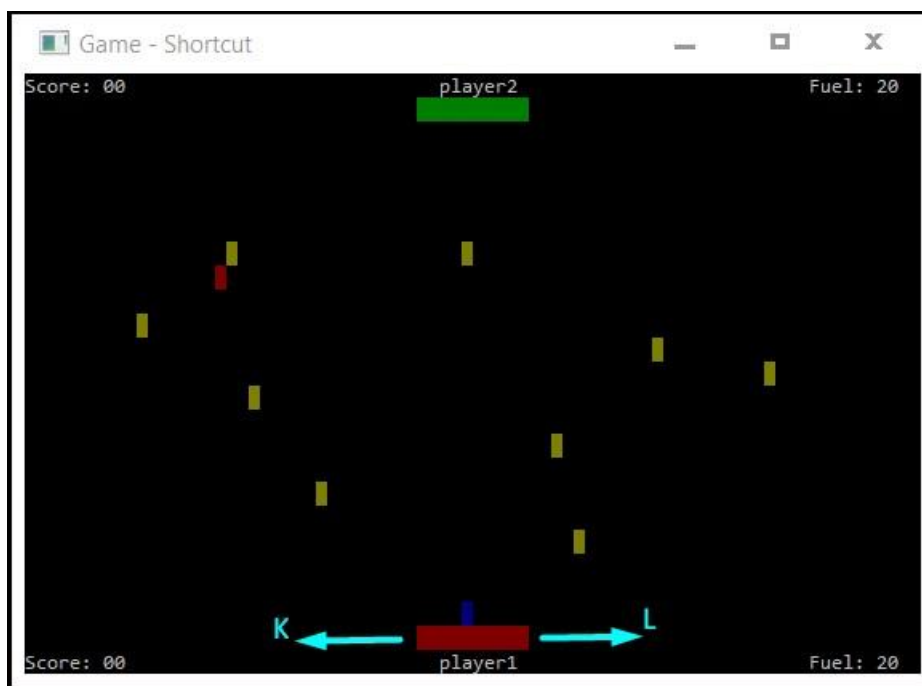


USER DOCUMENTATION OF BEAT

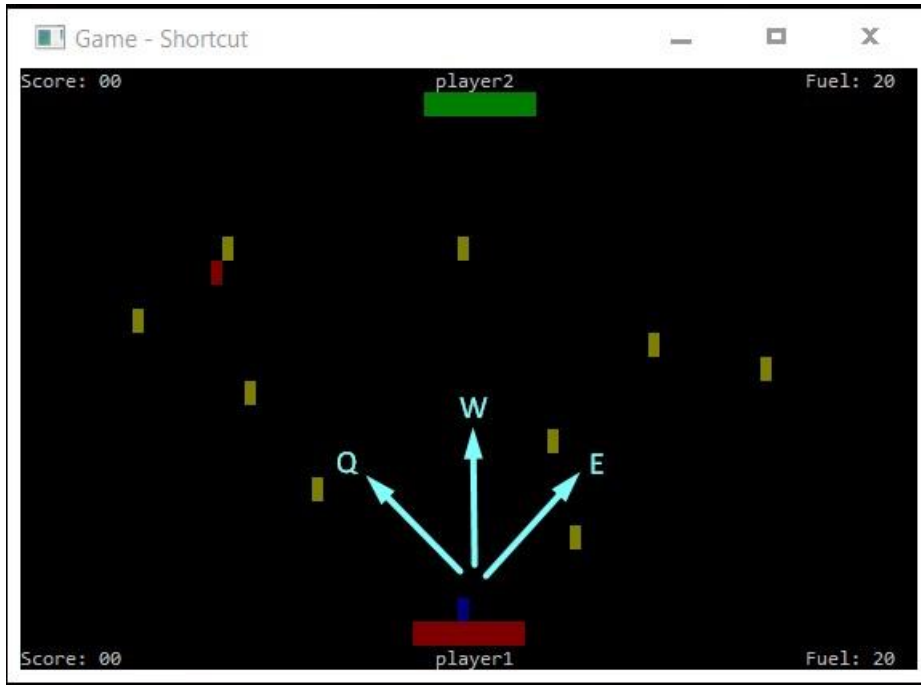
Beat has a playground consisted of two bars , one ball and ten bonuses.The game's main objective is to score more goals than opponent until the game ends .The goal is realized when the ball passes the goal line. The game ends either one of the players runs out of fuel.



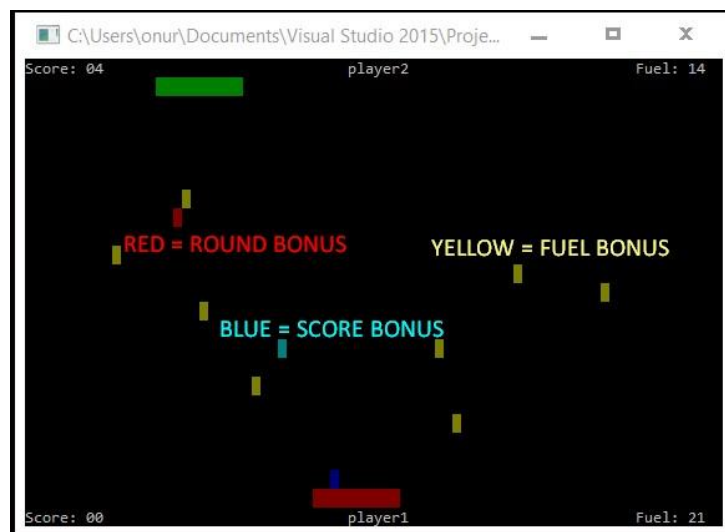
Each bar slides parallel to goal line. The bar in the below is controlled by user. The user has to catch the ball with the bar to prevent the ball from passing to goal line. The bar is controlled with keys K and L.



Once user catches the ball, user has to throw the ball to other side in order to score. There are three directions which user can shoot the ball. Control keys for the directions are Q, W, E. The user can also slide its bar to trick the opponent while shooting.



There are three types of bonuses. The fuel, round and score bonus. Remaining fuel points of player is written in the right corners. When a player is run out of fuel points, the one with the higher score wins. So it is very important to collect yellow fuel bonuses. Blue score bonus increases the score of the player when a player gets it. Red round bonus gives advantage the start to next round when a player gets it.



The game pauses for 10 seconds if user presses the key P. The pause works only if the ball is not stuck with bar. It can be exited from game any time if user presses the key X.

