

# Cook up a Website! (Godot Prototype)

## Instruction Manual

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This prototype of “Cook up a Website!” is a video game interpretation of our board game prototype for one player, featuring sucking and shooting objects with top-down 2D physics.

This dimly-lit programmer’s room is where all the wonderful websites of the world are born. You, who plays as this sleep-deprived student, is throwing together website components as fast as possible to get that sweet cash. You must grab all the random website elements you have lying around the room and throw them together. Who needs quality anyway?

### Game Setup

Within the project folder, the “builds” folder contains a Windows executable and an HTML5 build as well. When opened, click “start game” to start the game.

### Test Level

This prototype contains a test level that showcases the core look and feel of the game. However, no scenario and actual game goals have been completed.

### Controls

This prototype supports both mouse & keyboard and controller input schemes.

#### Movement

Press WASD or the left controller stick to move around in the top-down view.

#### Aiming

Use the mouse or the right controller stick to look around and aim the player’s hand.

#### Sucking up components

You can suck up components that are in front of the player’s hand that are within a certain range by holding down the right mouse button or L2 (ZL) on the controller.

#### Shooting out components

You can shoot components that are attached to the player’s hand with the left mouse button or R2 (ZR) on the controller. You may press it quickly for a close-range shot or hold it down to charge up for a long-range shot.