

Platsorter User Manual

Platsorter is a 2d platformer game where the platforms are sorted using 4 different sorting algorithms. The goal of the player is to complete each level by reaching the green box found in the top right corner of the level.

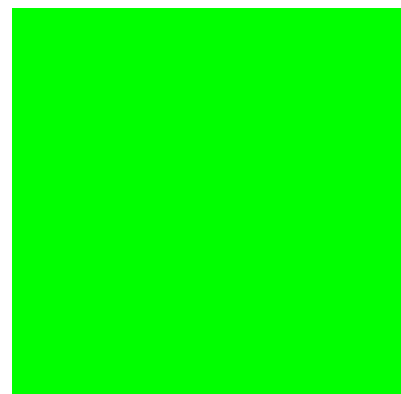
The Player

This is the player character:
You control the player character using the left and right arrow keys and the c key.



The Win Box

This is the green box:
You advance to the next level when you touch the box. If you get to the green box on level 4, you win.



The Platforms:

The platforms are obstacles in the player's path which make it harder to get to the next level. It is recommended to wall jump up these if you fall between them.



Player Movement:

Left and Right arrow keys move the player left and right respectively.

Pressing "C" will cause the player to jump. Holding C will cause the player to jump higher than the player would if C is let go immediately.

Pressing C while in mid air will cause the player to use a double jump. The player can only double jump once after leaving the ground, and must touch the ground again to regain the double jump. Double jumps can be useful for reaching

higher places, or flipping the direction of the player's momentum (see advanced movement)

Wallslides:

A wallslide is initiated when the player moves into a wall and is not on the ground. This will cause the player to slowly slide down the wall at a constant speed instead of falling fast like usual.

Walljumps:

If the player is next to a wall and not on the ground and jumps, the player will initiate a wall jump, jumping away from the wall and not using up the double jump. Walljumps can always be done as long as the player is touching a wall and not on the ground.

Advanced Movement:

Wall climbs:

By repeatedly walljumping and moving back into the wall, the player can slowly jump up a wall and eventually over it.

Momentum Conservation:

Platsorter only applies friction to the player when the player is on the ground. This means when the player is in mid air the player will accelerate in the direction of movement very quickly, until the player hits an obstacle or lands on the ground again.

Jumping normally or double jumping will change the direction of this momentum into the same direction as the current arrow key the player is holding. This allows for a potential long jump: First jump left, then before touching the ground, double jump to the right to gain a boosted jump to the right.

Bunnyhopping:

Bunnyhopping is a technique where the player jumps immediately upon touching the ground, not giving friction time to act, and retaining momentum by doing so. Bunnyhopping is significantly difficult to do in Platsorter as the platforms tend to get in the way, however bunnyhopping off a platform is a valid way to retain

momentum and recharge the double jump at the same time.

Ground sliding:

If the player is going fast enough and they land on the ground, the player will slide for a bit before coming to a stop, as friction takes time to reduce the player's velocity. If the player lands on a platform, because the platform is not long enough to fully stop the player, the player will slide across the platform and be launched off the other side.

In case the player glitches through the floor and disappears from the screen, press "R" on the keyboard to reset the player location.