

Pyramid Plunder

User Manual

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By: Pyramid Plunder, 2013-2014

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Pyramid Plunder

Chief Programmer

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Created in Austin, Texas, by BitBlit Interactive

Revision Sheet

Release No.	Date	Revision Description
Rev. 0	11/10/12	User's Manual Template and Checklist
Rev. 1	11/20/12	Conversion to Microsoft Word 2013 format
Rev. 2	1/20/13	Updates and Completion

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1.0 GENERAL INFORMATION

This area of the User Manual provides a general overview of the game, along with instructions on how to create a login, save games, information game mechanics, and other essential functions.

1.1 STORY OVERVIEW

Pyramid Plunder is set in several pyramids scattered throughout the Egyptian desert. The protagonist is a young tomb raider who scours the mysterious pyramids in search of ornate treasures.

1.2 MAIN MENU OPTIONS

The game opens to the main menu where the user is presented with 5 different options represented with buttons. After clicking play, the program will ask the user to either create a new account or sign in using a previously made account. Clicking the High Scores button will open a leaderboard displaying the usernames and scores of the highest scoring players. Clicking the tutorial button will open a brief tutorial explaining the basic mechanics behind playing the game. The Credits button will open a window acknowledging the work and position of each member of the Pyramid Plunder team. Selecting the exit button will close the program.

1.3 CONTROLS

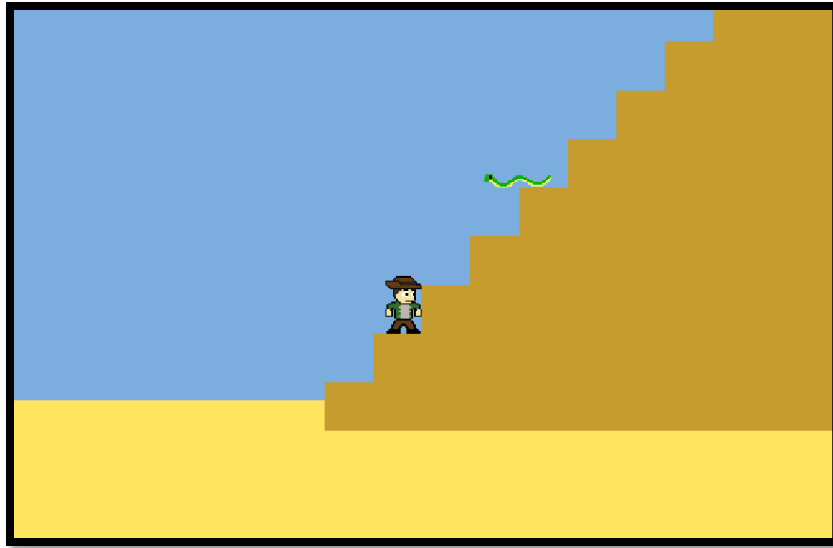
Operating the game, aside from navigating menus, is primarily achieved with use of the keyboard. There are two default movement keysets; users can move the sprite using the arrow keys or wasd keys. Both options work simultaneously without any configuration needed. Users can jump by pressing either the down arrow key or “s” key if using the wasd set up. Players can toggle between weapons using the number keys. All this information is readily available under the “tutorial” option on the menu. Pressing the escape key at any point in during the game will bring up an in game menu.



1.4 UNITS

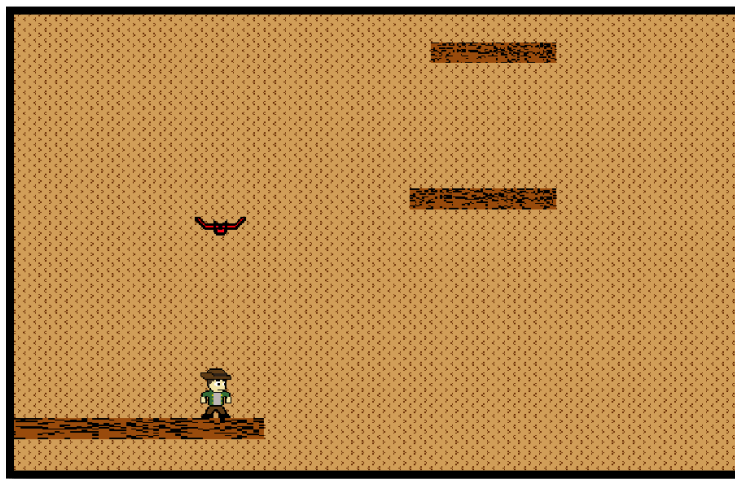
1.4.1 SNAKE

The snake moves laterally at all times, alternating right and left while the player's sprite is out of range. Once the player enters the snake's detection range, the snake will chase the player and is able to jump and fall down edges. The snake will follow players moving on platforms above them as well.



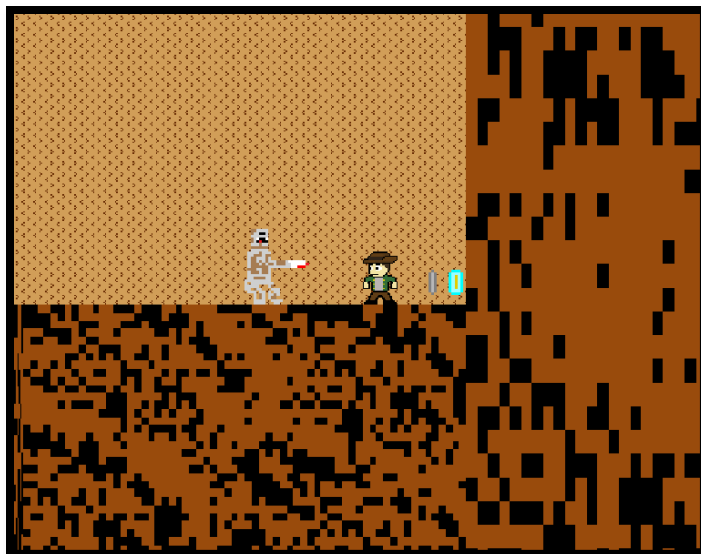
1.4.2 BAT

The bat remains stationary until the player enters its detection zone, once this occurs, the bat will fly towards the player. After its initial attack on the player, the bat will fly upwards and hover above the player for a few seconds, then descend for another attack, repeating this process until either it is killed or it kills the player.



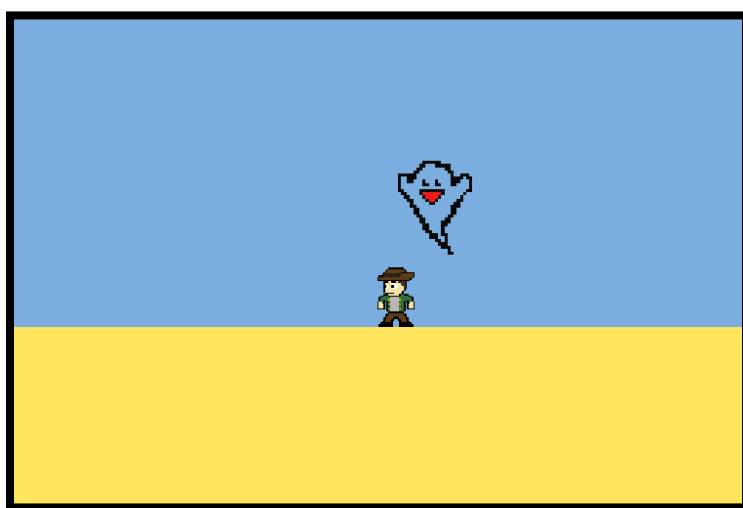
1.4.3 MUMMY

The mummy is one of the game's stronger units. In easier pyramids, the mummy will generally be the stage's boss. The mummy stands stationary until is attacked or is the player enters its very small detection zone. The mummy deals the most damage, and applies damage on contact.



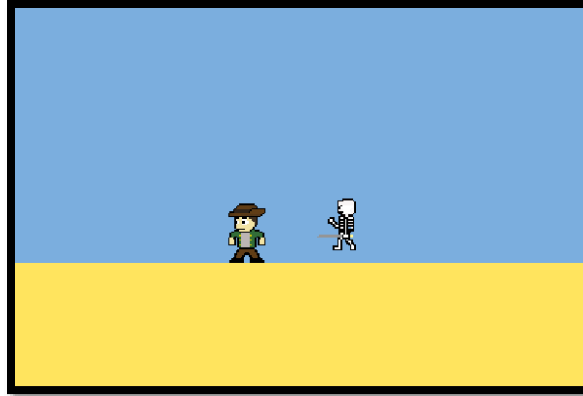
1.4.4 GHOST

The ghost flies around the player disappearing on regular intervals. It is difficult to attack because of its flying pattern and periodic invisible phases.



1.4.5 SKELETON

The skeleton is quick unit. It charges the player and strikes on contact with its sword. Skeletons move quicker than the player, so confrontation is eminent.



1.5 GAMEPLAY

1.5.1 WEAPON SHOP

Inside the weapon shop, users can purchase weapons using the coins collected in the pyramids as well as sell acquired weapons to accrue more coins. All weapons at the shop are randomly generated, and are programmed to have stats that scale with their costs, which is determined based on the user's total number of coins

1.5.2 UPGRADES

Players can purchase more armor in the Upgrades section. Armor upgrades will reduce the amount of damage players take from enemy attacks.

1.5.3 LEVEL DESIGN

All levels in Pyramid Plunder were created used a complex algorithm, spanning over 1000 lines of code. The algorithm makes sure there are multiple paths to the final boss, as well as caves and platforms for the player to explore and find coins or more enemies.

SOLUTION CENTER

This section details all contacts with which the user may contact in need of any and all help, presents all recovery and error correction procedures, including error conditions that may be generated and corrective actions that may need to be taken, and presents frequently asked questions which may arise from the user for a better gaming experience.

1.6 TROUBLESHOOTING

Game Crashes: Make sure programs running in the background are closed while playing the game, this can cause issues.

Game Crashes: Sound takes a large portion of memory space in the computer, make sure your computer has enough space/memory for this, or it will crash.

Installations: Follow the readme.txt file for help and assistance for installations. Feel free to call the above contacts for help in this area.

Other Game Problems: If you are still running into problems check our Contacts above and feel free for additional help and recommendations.

1.7 FREQUENTLY ASKED QUESTIONS

What is the difference between each pyramid?

The easy pyramid is a small pyramid with few, weak enemies and very few coins. The medium pyramid is slightly larger, with significantly more enemies and coins. It also has a new enemy types: The Ghost and The Skeleton. The hard pyramid has increased enemy health, as well as more coins than the medium pyramid. The pyramid of Khafre is similar in difficulty to the medium pyramid, but is one of the largest pyramids ion the game. The pyramid of Horus is similar in difficulty to the hard pyramid, but larger. The pyramid of Ra is a gigantic, enemy littered stage, guaranteeing a fight at every step. The pyramid of Ma'at is an incredibly challenging pyramid containing several mummies and an appropriate enormous number of coins. Death is nearly a guarantee.

Can I use WASD to move?

Yes, the WASD keyboard setup is fully functional and implemented by default. In other words, as soon as the game opens, you can use WASD just as you would use the arrow keys to operate the game.

How do I get the High Score?

High is calculated without any correlation to play time. Basically, a user who plays the game for an extended period of time is not guaranteed a higher score. The high score is awarded to the player who collects the most coins within a single pyramid.