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Flight Training Reference Guide
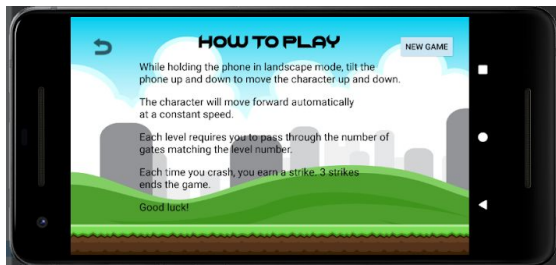
Hardware Features
- Accelerometer: Used to move your player up and down by tilting.
- Camera: Used to capture photos upon reaching a new highscore.
- SD Card: Used to store the images captured with the camera.
- Stereo Speakers: Used to provide sound effects and background music.
- External Controller Support: Used to move your player up and down with controller features.

App Directions

The app can only be used in landscape mode. Below are different subheaders that detail how to use the app.

Access Game Instructions:
- From the title screen, tap "How to Play".

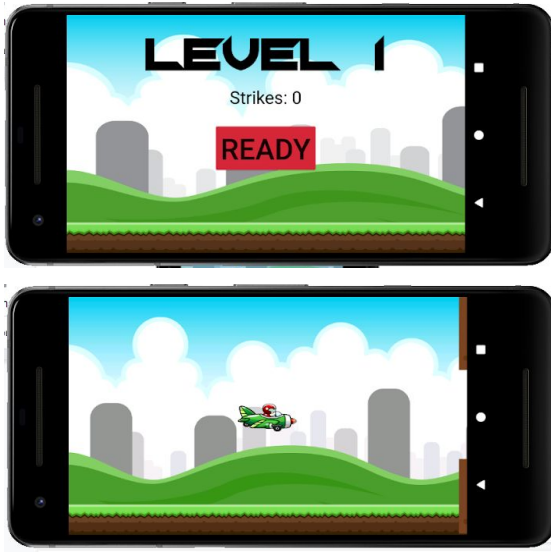*Access Leaderboard:*
- From the title screen, tap "Leaderboard".

Begin New Game:
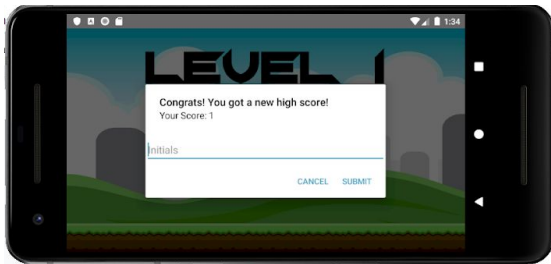- From any of the menu screens, tap "New Game".

- From any splash screen, tap "Ready".
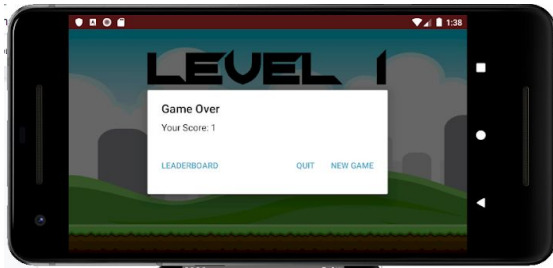

Game Over/Save Highscore:
- The Game Over dialog box that appears will let you know if you earned a highscore or not.

  If a Highscore is Reached:

  Here, you can enter up to 3 characters as your initials to be stored with your score. If you enter more than 3 characters, only the first 3 will be taken. Tap "Submit" to save the data and launch the camera app (this will allow you to save a picture with your score). If you do not wish to save your score, simply hit "Cancel" to return to the title screen.

If a Highscore is Not Reached:

Tap "New Game" to begin a new game, tap "Quit" to return to the title screen, or tap "Leaderboard" to view the current highscores.