

# User Manual

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## User Navigation

Navigation is how the user can access different places in the application.

### Tutorial

The tutorial is used to provide an interactive walkthrough of the game to a new player.

The tutorial is accessed from the title screen. While in the tutorial, the user can return to the title at any time by pressing the escape key, or will return automatically upon completion of the tutorial.

### Game

The game is the main feature of the application that the user will access.

From the title screen the user should select 'play', which will bring up a screen of the levels that are unlocked. From there the user can select a level and start the game. While in the game the user can return to the title at any time by pressing the escape key, or on completion of the level.

### Options

The options screen allows for the user to adjust various settings like game volume and resetting the user save.

The options screen can be accessed via the title screen by selecting 'Options'.

### Statistics

The statistics page will display information of the user such as their bullets fired, lives lost, enemies killed and how much they have reversed time.

This page can be accessed from the title screen by pressing the 'statistics' button.

### Help





Help should be accessed if the user does not understand a feature of the game or is stuck in a level.

Help can be accessed from within the game by pressing the '?' icon at the top right of the screen.

## Movement

### Directions

In order to move the player's character around the map the 'W' 'A' 'S' and 'D' keys are used.

Holding the 'W' key moves the player up	
Holding the 'A' key moves the player left	
Holding the 'S' key moves the player down	
Holding the 'D' key moves the player right	

While the player character will turn to look at the player's mouse, this will not affect the direction of movement.

Movement is an essential function of this game as the main objective of the player is to reach the yellow box representing the end of the level, allowing them to proceed onto the next one.



### Sprinting

Sprinting is achieved by holding the shift key, in accordance with one of the 'W', 'A', 'S', or 'D' keys. [\(See movement directions section\)](#). While sprinting, the player will move faster than if they are not.



Sprinting is an optional, but valuable function in the game allowing for ease of movement for the player. Sprinting is also helpful for dodging bullets fired at the player [\(see fighting section\)](#).

## Opening Doors

Opening doors allows the player to access different areas within the level. This allows the player to get closer to the end of the level, which is their objective.

### Buttons

Buttons are the primary way that the player will open doors. Buttons can be activated (indicated by an orange box), or inactivated (indicated with a green box). To activate a button, the player should move over an inactivated button, which will then become activated and effect a nearby door in the level.

### Other situations

In rare situations in the game (such as the tutorial) there are requirements for the player to fulfill that will open a door. In this case there will be text on the screen indicating the task that the player should complete before the door will open.

### Reversing Time

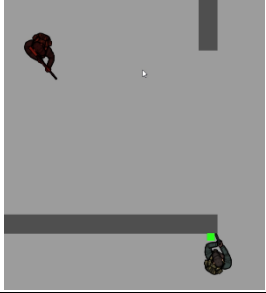
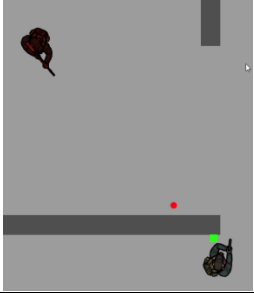

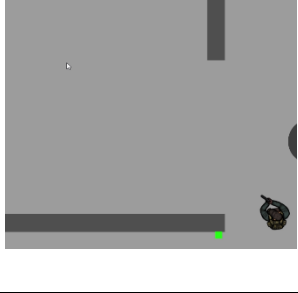
Reversing time is explained in full in the [reversing time section](#). Reversing time can be used to open doors by traveling to a time before the door was closed (perhaps before an activated button was activated)

## Fighting

Enemies will exist in between the player and the end of the level, to get to the end, one must clear out enemies to ensure safe passage. There are 2 types of enemies in the game: stationary and mobile enemies.

Enemies are a threat because they can shoot bullets which, if made contact with, will reset the level. Therefore, it is preferable to destroy enemies to reduce the risk of having to start the level over.

The best way to kill enemies is to stand where they cannot shoot you (in cover) and watch their firing pattern interval. Use this to time just after they shoot. When this happens run out and shoot them by putting the mouse cursor over them and left clicking (as illustrated below).

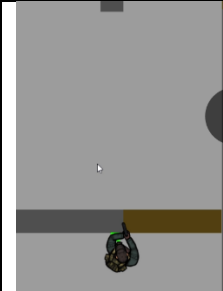



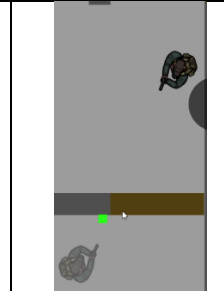
			
Player in cover	Enemy has just shot	Player runs out and shoots	Enemy is dead

## Reversing Time

Reversing is necessary to be used in certain situations in the game, for example reversing time to before a door was closed to move through it ([see opening doors section](#)).

Doing so reverses the movement of all objects in the world. Therefore, from your perspective you are still moving forward in time, but everything else is reversed. This means that bullets you fire will move normally, however enemy's bullets will move in reverse -moving from the wall behind you are returning to their gun.

When time is reversed the player can see their past self (their ghost) mimicking the player's actions in reverse. If a ghost is shot, the player will die as well. Because ghost's replay the player's actions in reverse, if the player activated a button, their ghost would deactivate the button (as it is in reverse). Ghosts will also 'un-kill' enemies that the player killed.

				
Player opens door		Time is reversed		Door is 'un-opened'

				
Player shoots enemy	Enemy is dead	Time is reversed	Enemy is 'un-killed'	(Bullet returns to ghost's gun)

Reversing time is difficult to understand and will make the game harder (by making enemies a threat again) and should therefore only be used when required.

## Installation Guide

### Minimum specifications:

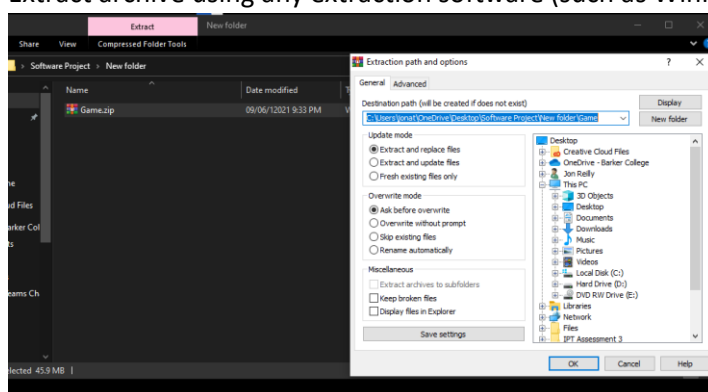
- OS: Windows XP SP2
- Processor: 32-bit, 2GHz or faster
- Memory: 2 GB RAM
- Graphics: Intel HD 3000
- Storage: 130 MB available space
- Display: 800x600

### Recommended specifications:

- Windows 7 or newer
- Graphics: GeForce GTX 750
- Display: 1600x900

### Installation:

1. Extract archive using any extraction software (such as WinRAR)



2. Run 'Stealth Game.exe'

Name	Date modified	Type	Size
MonoBleedingEdge	09/06/12021 9:18 PM	File folder	
Stealth Game_Data	09/06/12021 9:18 PM	File folder	
Stealth Game.exe	25/11/12020 4:13 PM	Application	625 KB
UnityCrashHandler32.exe	25/11/12020 4:08 PM	Application	902 KB
UnityPlayer.dll	25/11/12020 4:14 PM	Application exten...	19,620 KB
user_log.txt	09/06/12021 9:19 PM	TXT File	1 KB

### Reinstallation of game:

If for some reason you need to reinstall the game, or install it on another computer, your progress can be saved by copying files over. When reinstalling the game on a new computer, after extracting the game files from the archive, copy the file called 'user\_log.txt' from your old game files, into the new game files and your statistics will be updated.

### Troubleshooting:

1. Missing files:  
It is possible that vital game files from the archive could have been deleted or corrupted. If this has occurred, it is necessary to redownload and reinstall the game.
2. Insufficient storage:  
If any error has occurred due to a lack of storage space, more is needed on the device. Free up space on computer by deleting files such as by emptying your recycling bin or deleting

old, unused files. After this has been completed, restart the program (or installation if error occurred during installation).

3. Display too small:

System does not meet minimum requirements; a different display is needed by using a monitor or other device.

4. Cannot extract archive:

It is possible that you have a folder of the same name as the archive within the same directory. To fix this, either delete that folder, or move the archive to within a new folder so it can be extracted.