2D Game Design using GameMaker

User Instructions for Gameplay

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1. **Fill in Pre Play-Testing Questionnaire.**

2. **Start the game using the link provided - https://gx.games/games/ublc23/apoco-playtest-version-/tracks/234c3db2-351c-4571-9b28-00ba1450d87a/ .**

3. **Complete the Tutorial.**

4. **Complete the 'JUNGLE' level.**

5. **Select a new skin and new weapon.**

6. **Investigate the 'DESERT' level.**

7. **Pause using the letter 'P'. Navigate to the main menu.**

8. **Investigate the 'VOLCANO' level.**

9. **Exit the game.**

10. **Fill in the Post Play-Testing Questionnaire.**