

# Short Users Manual – “Alta Corrida”

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To start the program, when on the correct directory – sgi-t05-g04, open the tp3's live share.

Game sequence:

- **Main menu** with game name, FEUP's logo and developers' names.
- **Secondary menu** to input the player's name.
- **Level menu** to choose the opponent's level – there are 3 options – from one to three the speed of the opponent increases.
- **Player vehicles parking lot** – where the player must choose one of 4 cars to play with.
- **Opponent vehicles parking lot** – where the player must choose one of 4 cars which the opponent will play with.
- After a **countdown**, the race starts: where the **racers must complete 2 laps under 150 seconds. A lap only counts when the player passes, in the right order, through checkpoints that are placed throughout the track.**
- The **keys** that the player can use are:
  - “W” – to accelerate;
  - “S” – to slow down;
  - “A” – to turn left;
  - “D” – to turn right;
  - “X” – to stop completely;
  - “R” – to reverse;
  - “Space” – to pause.
- There are **4 types of power-ups** that the player can catch (the opponent isn't affected by any of the power-ups and obstacles):

- The **shield** – lasts 6 seconds - where the player is immune to collisions with obstacles and the opponent's vehicle.
- The **speed** – lasts 6 seconds – doubles the player's vehicle maximum velocity.
- The **pick** – where the player is taken to the obstacles parking lot where they must choose an obstacle, from the existing types, to add to the track.
- The **shortcut** – lasts 3 seconds - an animation that transports the player to a random point of the last quarter of the track.
- There are **2 types of obstacles**:
  - The **oil spill** – lasts 6 seconds - where the player's vehicle rotates in a pendulum-like movement.
  - The **switch directions** – lasts 6 seconds – where the player's vehicle direction switches – so if the user presses the turning right key, the car turns left and vice-versa.
- During the gameplay, there is a **Heads-Up display**, that shows the current timer, the player's velocity and maximum velocity, the current lap and lastly, power-ups and obstacles that the car is being affected by.
- When the car goes **out of the track, its current velocity and maximum velocity decrease 60%**.
- When the **car collides with the opponent's vehicle its current velocity decreases 70%**.
- When the player finishes 2 laps, it is redirected to the **podium skyscraper, where the first and second places are distinguished by the time the vehicles took to finish**.
- There are **two buttons in the final menu**:
  - One to **restart the race with the same car choices**.
  - Other to **return to the main menu and choose the vehicles again**.