**CS408: How to run ‘Overleven’**

**Team members:** Trevor Neidlinger (tneidli@purdue.edu), Dan Hipskind (dhipskin@purdue.edu ), Morgan Kaehr (mjkaehr@purdue.edu), Ben Kahlert (bkahlert@purdue.edu), Tianchi Xu (xu878@purdue.edu)

**Architectural dependency:**

This is a simple javascript application with a lot of node module dependencies. Because of this, the only real thing you should need to run our application is a web browser and have node installed in your computer.

**Instructions to run:**

After you have the repo downloaded on your computer, navigate into the ‘Game’ folder in a terminal. Run ‘npm install’ to install all of the required node modules for the game to run. This could take a few minutes. When that completes, enter ‘npm start’ in the terminal. Your computer should automatically open a new tab with a URL of ‘localhost:8000’. The port number at the end might be different depending on your computer, but I believe the default is always 8000. The game should be running in that tab. If the tab does not open automatically, just open a new tab manually and enter the URL yourself.

**User manual:**

**Inputs:**

Mouse left click - Moves the player in game, selects menu item in menus. Also interacts with HUD in game (things like muting sound and going to the shop)

Q ability as wizard - Fires a fireball projectile

W ability as wizard - Places a mine, it takes a while to prime and then when the wizard walks over it again it detonates destroying all enemies near it

E ability as wizard - Freezes all enemies and their actions

R ability as wizard - Teleports the wizard to the cursor as long as it's on movable terrain. It has 3 uses before it is put on its cooldown. The wizard should teleport to the location instantly and stop any previously active moving actions.

Q ability as knight - Fires a sword projectile

W ability as knight - The knight slashes in a circle around him, damaging all enemies near him

E ability as knight - The knight becomes invincible for a short period of time

R ability as knight - The knight moves at a very fast speed for a short period of time

Keys on keyboard - Used to enter your name in the game over screen

**Objective:**

The goal of the game is simply to survive as many waves as you can. After selecting your character, you use that characters specific abilities to navigate the terrain and defeat enemies. After defeating an enemy, you gain gold which can be used on stat upgrades by opening the shop tab. After you’ve given it your all and you reach the game over screen, you can enter your name to have it appear in the leaderboard.

**Mechanics:**

* Damaging abilities should destroy rocks, possibly producing an upgrade
* Killing enemies should give you more gold, which can be spent in the shop on upgrades
* Each upgrade can only be purchased a finite amount of times
* Waves should get more difficult as the game progresses