1. Read-Me

2. System Requirements Analysis (SRA)

3. Test Plan

4. User Manual

5. Source Code

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Game Controls:

Movement	A/D or left/right arrow key
Jump	Space Bar
Accelerate	Left mouse button (multiple clicks to keep accelarating)
Brake	Right mouse button
Tricks	Q/E (not functional in final game, works in test environment)
Ground dash	Shift key/Middle mouse button
Restart level	R
Main Menu	M

Exceptions/Incomplete functionality:

The following functionality is not implemented in the final game but exists in the test environment:

No death mechanic – Use 'R' to restart

No endpoint for level end

Game HUD not displayed: Score and Speed not displayed on screen

No trick functionality in final game, trick functionality and score changes exist in the test environment (character color changes) but no trick animations.

The following functionality is not present in any game version:

NPC dialogue and quest system not implemented

No obstacles/collectibles other than ramps and rails