

# Bounce User Documentation

Bounce is a captivating arcade-style game that brings a fresh twist to the classic. In this game, players navigate a ball through various intricate levels filled with obstacles and challenges. The game is characterized by its simple yet addictive gameplay, where the primary objective is to maneuver the ball to reach the endpoint of each level without losing all of your HP (health points).

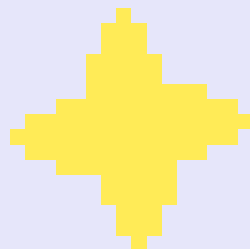
## Game Menu

When you launch the game, you will be presented with the Main Menu. Both mouse and the keyboard can be used to navigate through the menu. Select "Play" to jump into the level menu and select any level to start playing. Select "Options" to adjust display, sound, and music. Select "Quit" to exit the game. While in-game, press Esc/Backspace to use the Escape Menu. In the Escape Menu, select "Continue" to continue playing the game, select "Options" to adjust display, sound, and music, select "Main Menu" to go back to the main menu, select "Quit" to exit the game.

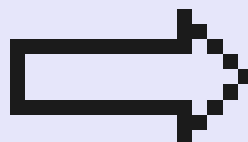
## Game Mechanics

### Save Points

Upon contact with a save point, your current location in the level is saved. This means if you lose a health point, you will respawn at the last save point you touched, not at the beginning of the level.



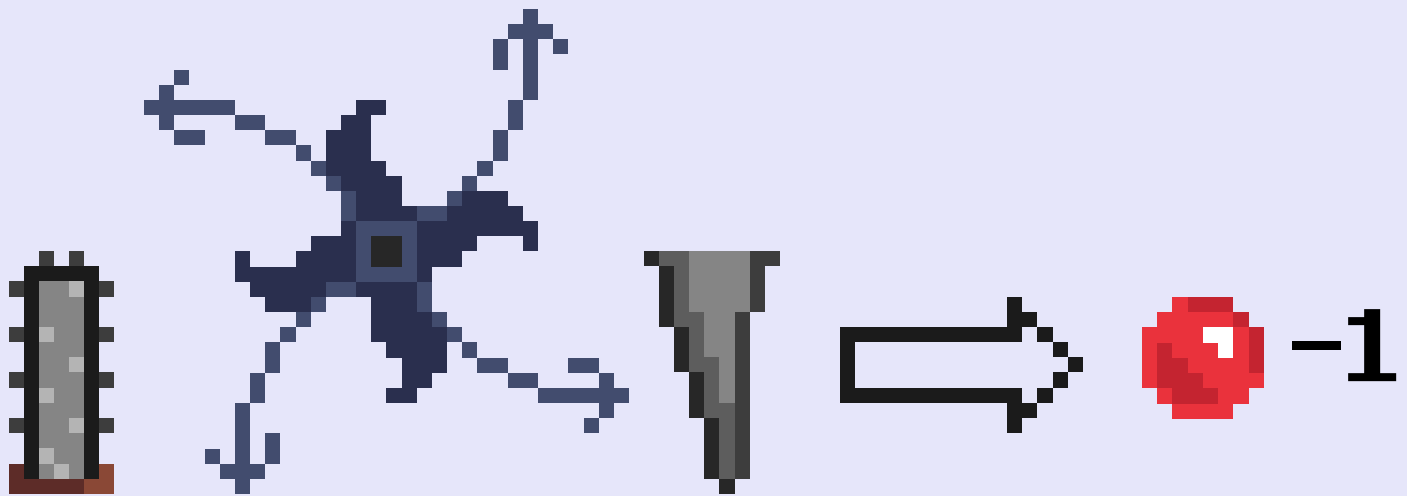
Save point



Saved

## Obstacles

Upon contact with an obstacle you lose one health point. If you have remaining health points, you will respawn at the last save point. If no health points remain, the game ends.

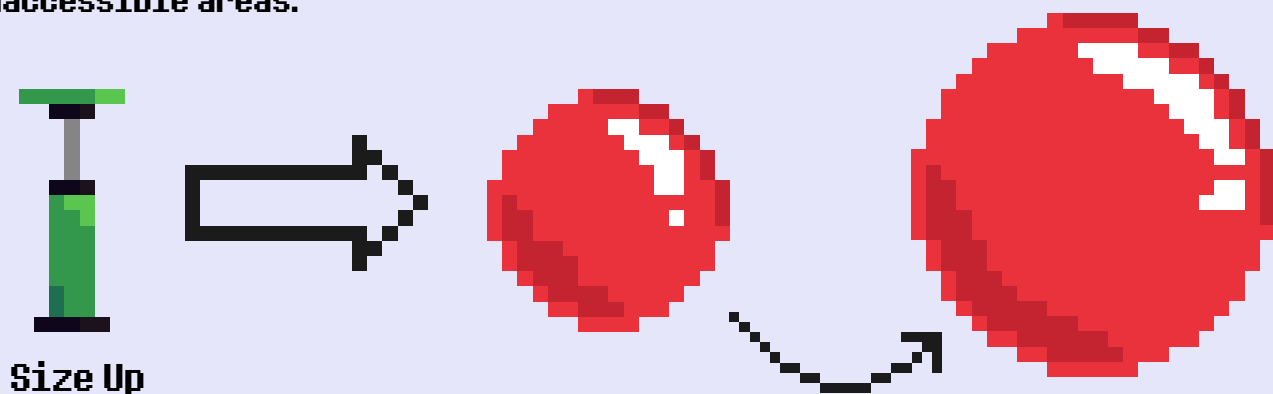


Obstacles

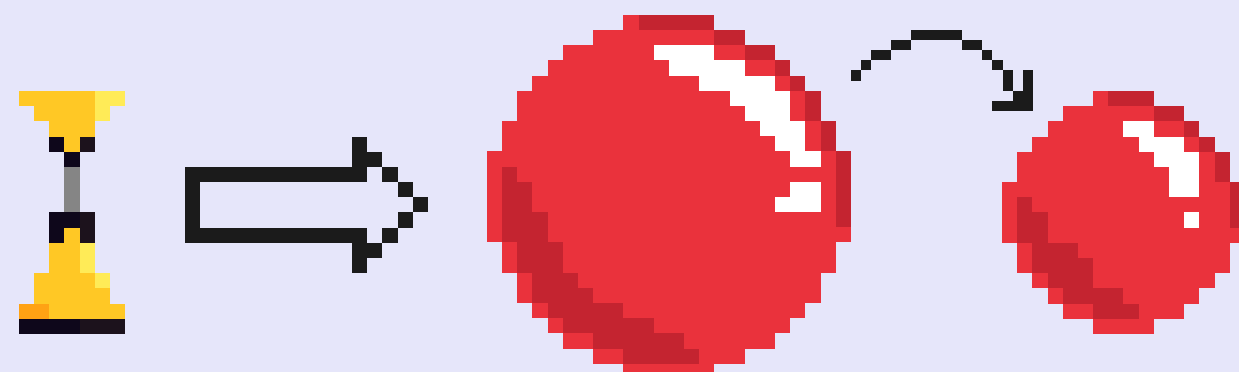
## Size Modification

**Size Up:** Increases the ball's size, allowing it to jump higher and float in water.

**Size Down:** Decreases the ball's size, possibly allowing access to previously inaccessible areas.



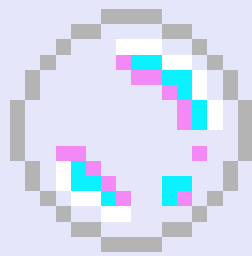
Size Up



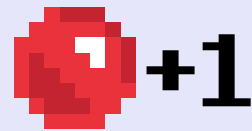
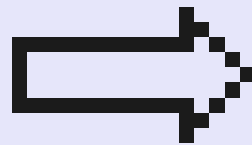
Size Down

## HP (Health Points) Up

Upon contact with an HP Up, you gain an additional health point.

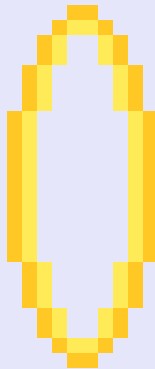


HP Up

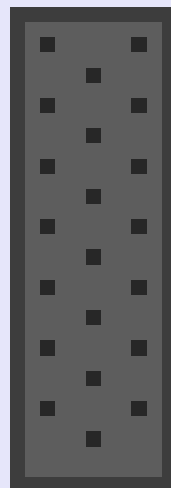
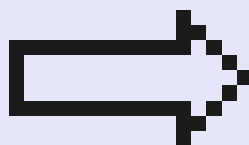
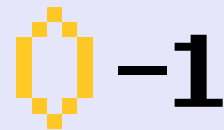
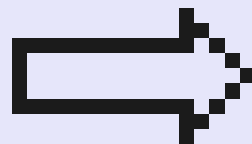


## Score and Level Completion

Once all rings are collected, a gate opens at the end of the level. Passing through this gate signifies the completion of the level.



Ring



Gate











Level Complete


## Rubbers



Upon contact with a rubber, the ball gains the ability to jump higher.


Controls/Key Bindings





 - Navigating Menu







 - Pressing button



- Pause Game/Go Back



- Jump



- Move Left/Right



- Sound On/Off



- Music On/Off



- Fullscreen On/Off