SadSeal
a simulation
User Guide

Last updated 13 January, 2026.

Contents

TO START THE SIMULATION:

1. Make sure your client is setup to compile and run Allegro 5
   → See guides for [Codeblocks](#), [VS Code for Windows](#), and [VS Code for Mac](#).
2. On CODEBLOCKS: Compile and run
   On VS CODE (WINDOWS): Run code (not debug!)
   On VS CODE (MACOS): Run this command in the terminal: `clang++ *.cpp -o ./target/main $(pkg-config allegro-5 allegro_main-5 allegro_font-5 allegro_primitives-5 allegro_image-5 allegro_ttf-5 --libs --cflags); ./target/main`

Premise

Based in Vancouver, B.C. at the University of British Columbia (UBC) campus, the entire city and university are populated by seals and have been hit with a very cold and bitter winter. Greatly unusual for the city, the seal inhabitants are all suffering from seasonal affective disorder (SAD), which makes them all sad. The objective of the game is to use tools in your inventory to cure seals you find in different parts of the campus.

Technical

1. The Sad Seal game's window size is determined by a defined variable in the header file called `SCREENSIZEMODIFIER`. If the game is too big or small, adjust this

variable's value by finding it in ./header.h. *It should be set to 0.5 by default so as to accommodate common display sizes.*
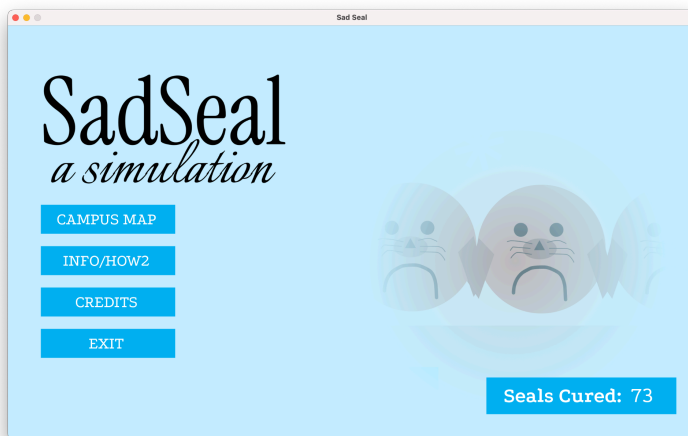Line 118: `#define SCREENSIZEMODIFIER 0.5`

2. Your high score is stored inside of a text file so as to keep your score in between sessions. Note that if you would like to transfer your high score to another client, transfer the ./userStat.txt file.

Playing

Menu

The menus of the game are very visually intuitive. When you start the game, you should be on the main menu (figure 1).
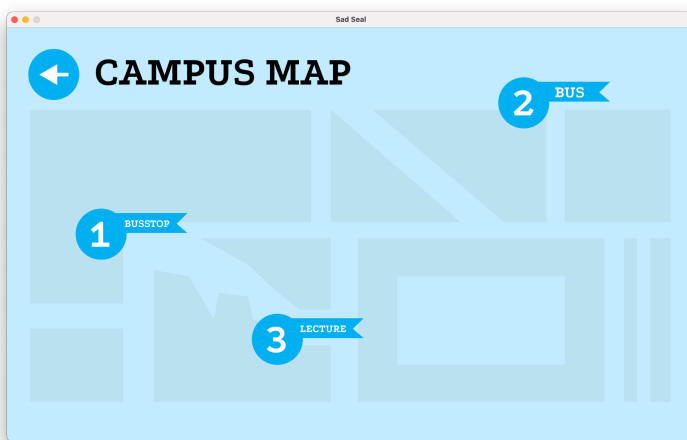

Figure 1: the main menu.

Use *Campus Map* to begin a game. Use *Info/How2* to access info or this guide. Use *Credits* to view other details. Use *Exit* to end the simulation.

Campus Map

On the campus map (figure 2), you can select from 3 scenes to cure seals. Select your preferred scene.
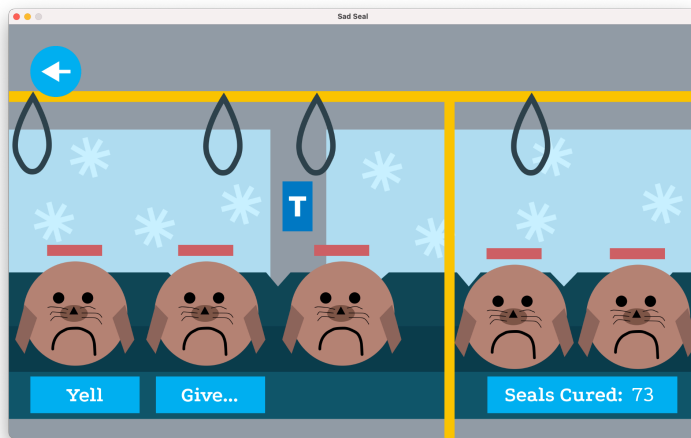

Figure 2: Campus map.

Select your preferred scene.

Playable Scenes

Scenes are roughly the same in terms of their UI and functionality. The only differences between them are the scene's artwork and the placement of seals. See figure 3.

All seals have a happiness score. You are to use the tools provided in the bottom menu to make them happy.
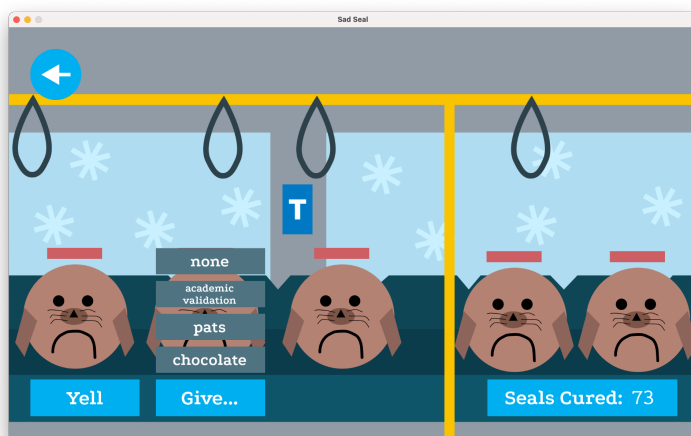
Tools and effects			
Yell	Chocolate	Pats	Academic Validation
-50 happiness	+20 happiness	+5 happiness	+10 happiness

Figure 3: The bus scene.

Use *Yell* to yell at all of the seals. (-50 happiness score applied to ALL seals)

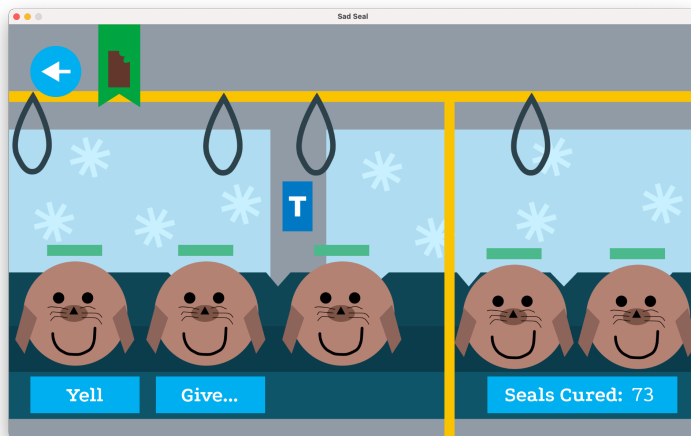Click on *Give* to open up a menu of tools (see figure 4).

Figure 4: The tools menu.

Use *none* to disarm yourself and close the menu.

Click on one of three tools to arm yourself.

Your selected tool will be noted by a banner at the top left (⚑). To use a tool, select it from the menu and then, while it is selected, click on a seal. Once you click on the seals, the effects of the tools will be applied. See figure 5.

Figure 5: Cured seals

All the seals have been cured and your score (bottom right) has gone up.