

ATOM PUZZLER

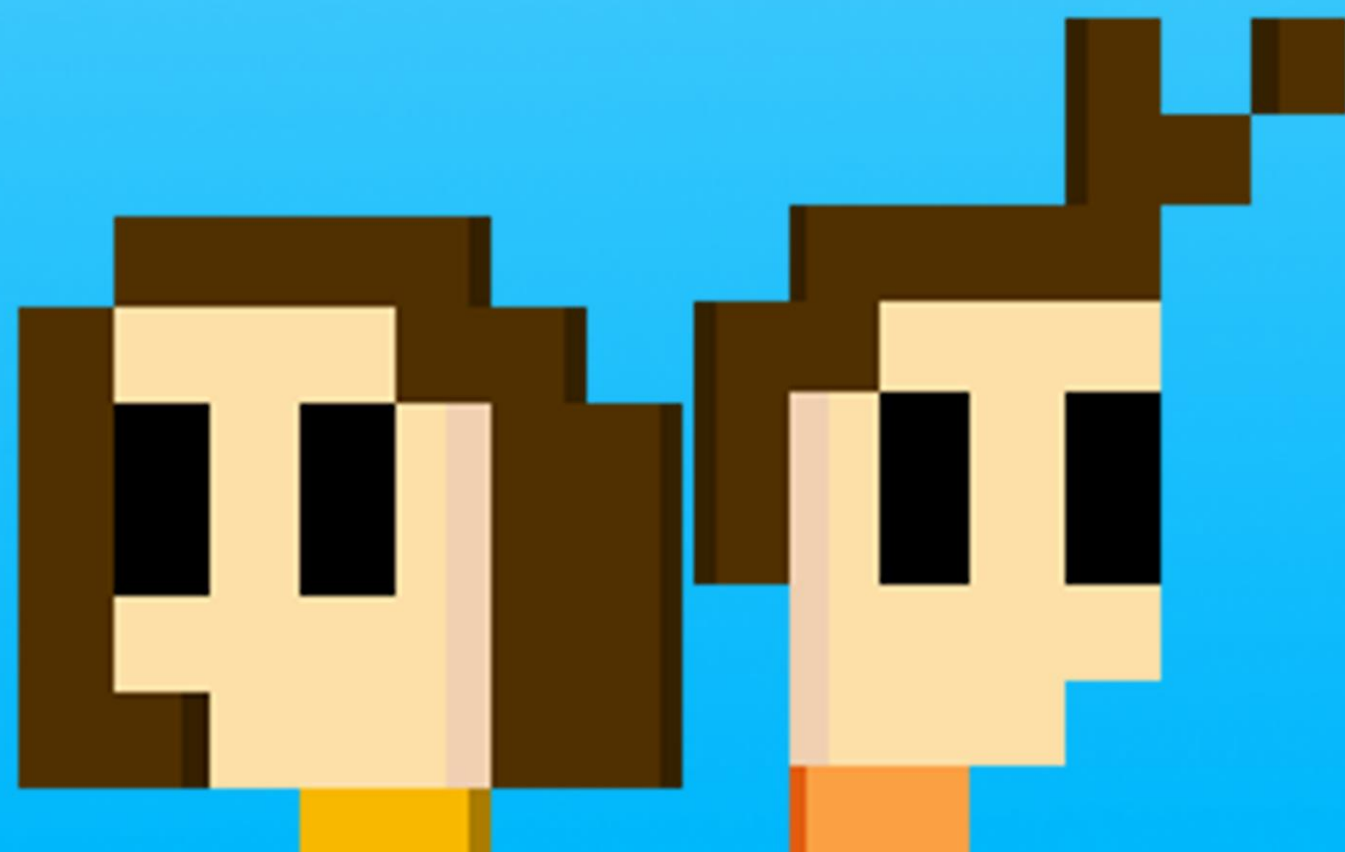


Table of Contents

Table of Contents	2
Special Thanks	3
Getting Started	4
Basic Controls	5
Mobile Controls	6-7
How to Play	8-9
Credits	10

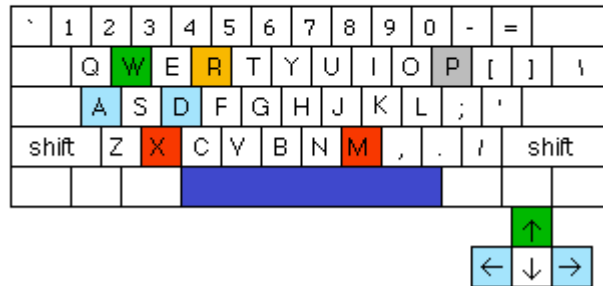
Special Thanks

- **Dr. Thomas Gluick** - *Client*
- **Dr. Cengiz Gunay** - *Professor*
- **Adam** - *Boy Character*
- **Eve** - *Girl Character*
- **YOU!** - *the Player!*

Getting Started

1. Make sure to have a device capable of running a web browser
2. We recommend for any users to read the “Basic Controls” and “How to Play” before starting
3. Go to <https://github.com/jlam1/AtomPuzzlerPages> or <https://teambackrow.itch.io/atompuzzler>

Basic Controls



Keyboard Controls:

- Holding 'left' or 'right' will move the character.
- Pressing 'spacebar' will make the character jump. Tapping 'x'/' ' will make the character drop an atom.



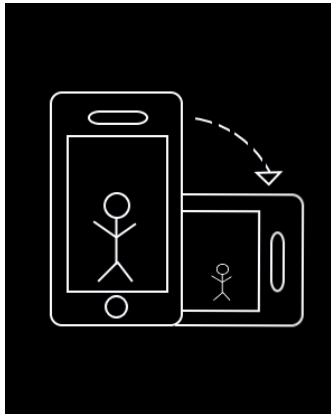
Pressing 'R' key will reset/restart the current level you are on.



Pressing 'P' key will pause/unpause the game and show the hints as well as the objective of the room.



When the character is on the door, pressing 'up'/'w' to move through the door.



Mobile Controls

For better gameplay, change to landscape view.



Touch Controls:

- Holding on the Joypad side will create a joystick that will move the character.
- On the Swipe side, swiping up will make the character jump and swiping down will make the character drop an atom.



Tapping this button will reset/restart the current level you are on.



Tapping this button will pause/unpause the game and show the hints as well as the objective of the room.



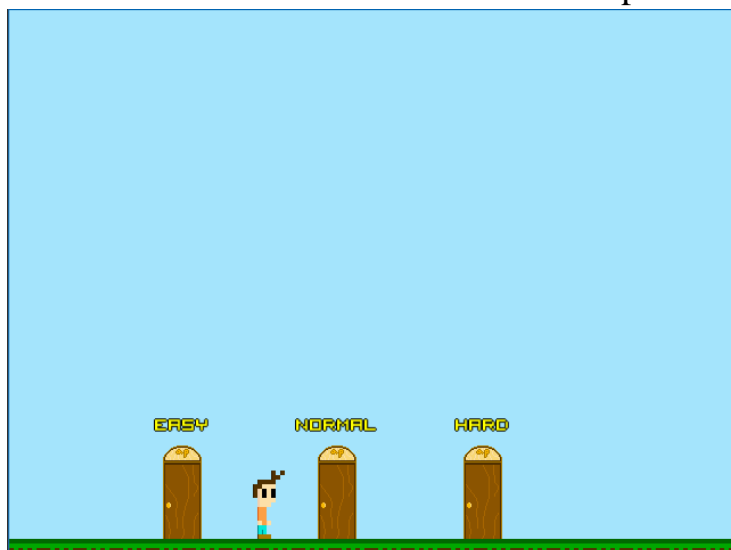
When the character is on the door, tap anywhere in the game window to move through the door.

How to Play

- Upon entering the main menu, you have the option to change gender (male/female) or start.



- Choose a difficulty
 - Easy - 3 to 4 molecular compound atoms
 - Normal - 4 to 5 molecular compound atoms
 - Hard - 5 to 6 molecular compound atoms



How to Play

- Each level will contain a set of atoms and a task for the player to complete.
- To complete the task you will need to collect the specific atoms relating to the task.



- Hint will be given once player fails more than twice.



- Total score is based on the timer and collection of correct atoms.

Credits

- **John Lam** - *Project Manager & Client liaison*
- **King Lo** - *Testing Lead*
- **Caleb Sears** - *UI/ UX Design Lead & Documentation*
- **Matthew Nelson** - *Code Architecture/Lead Programmer*