User Manual: Kieran Halliday

For your viewing pleasure, this manual will be divided into Screens, and how to use each one.

**ScrMenu**

This screen is the screen loaded when the application starts up. Move the mouse to click on buttons, which change to the corresponding screen. The options are Play, Sign, Animation, Quit, AniHit and Game. Beware, the Quit button exits out of the application!

**ScrPlay**

This screen draws 4 walls on the screen, a character sprite, and 6 buttons. Use the mouse to click the buttons, just like ScrMenu. The sprite on the screen can be moved with the arrow keys. The sprite will collide with the walls, as well as the screen name in the centre of the screen.

**ScrSign**

This screen keeps the buttons and the character sprite, but adds a sign sprite. The mouse and arrow keys can be used to the same effect as the previous screens, and when the character collides with the sign, a text box pops up on the top portion of the screen. When you hit enter as you are colliding with the sign, the text on the sign changes to “Wow you did it”.

**ScrAnimation**

This screen has the same old buttons. The mouse and arrow keys are used in the same way, but the arrow keys also control the direction and the movement of an animation. Essentially, ScrAnimation is ScrPlay, without walls and adding an Animated TextureRegion.

**ScrAniHit**

This screen is combining ScrAnimation and ScrPlay. The buttons are drawn again, and the mouse and arrow keys are used to the same effect as ScrAnimation. Basically, the sprite collides with the walls and screen name, but also is an animated TextureRegion.

**ScrGame**

The amalgamation of all other screens, ScrGame combines the functions of each scratch on the project. The mouse and arrow keys are used in the same way as ScrAniHit. The walls and a sign are present on the screen, which displays the same text when collided with. Pressing enter when colliding with the sign changes the text. There is also a House sprite that – when collided with- shows another text box, asking if you want to enter the house. Pressing enter changes the screen to ScrHouse, inaccessible by any other means.

**ScrHouse**

Meant to display the inside of the house, 4 walls are not drawn, but are implied by the edges of the sprite representing the floor. The mouse and arrow keys still work, and the only way to get back to ScrGame is through the hole in the wall, when the character sprite is through the door. A text box is displayed, and then pressing enter switches the screen to ScrGame.