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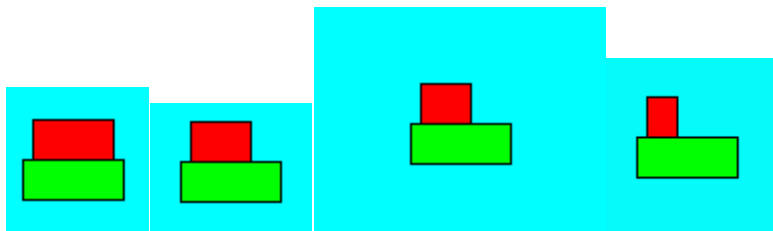
CSC 212

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## User's Manual

This program is a game very similar to games like Doodle Jump, only instead of going up, we go down. At the start, the game displays an interface with instructions and some buttons. These buttons control our difficulty and color. Once everything is how the player likes, they must hit enter to start the game. Note that if no buttons are clicked, the game will start at easy difficulty with red color.

The difficulties change the size of the player and the rate at which the platforms' speed changes. Easy makes our player have good wideness, and numerous platforms of slow speeds come at a good pace. There never feels like a lack of platforms. Medium is standard, with the player being a decent width. Platforms seem the same with minor alterations. Hard and Very Hard change our width considerably, making moving onto skinny platforms pretty challenging. The platforms also can zoom by at some points, making reaction speed very necessary. There is also one other difficulty...but that is left to the player's discretion.



The different sizes of our character (red rectangle), for easy, medium, hard and very hard.

While the game is running, there is a score and time counter. The score counter increases by a set amount related to the difficulty. The higher the difficulty, the higher the rate at which the score increases. As an added bonus to risky play, if the player is close to the top or bottom, the score increases drastically faster. The time increases in seconds, at a steady rate. As the time increases, the speed of the platforms increase and the frequency thus decreases.

The object of the game is to survive for as long as possible. The player can move left and right to fall onto platforms. Platforms continually rise from the bottom, and the player must fall onto as many as they can without falling to the bottom. If the player reaches the top or bottom borders of the screen, they die. As the player survives the background of the game becomes increasingly redder. If the player survives past a certain point, they reach a new world.

Enemies spawn during the game as well, and serve to hinder the player. One enemy flies around the screen, attempting to track and kill the player. Another enemy simply goes through the screen, in an attempt to smash into the player. All monsters will end the player's life, and restart the game to the title screen. Every time the game ends, the highest score of the session (when the game was started) and the highest time are recorded. This is to encourage replays so that the player may break their records as they strive to play for longer and longer.