

Shinobi and Bushido

User Manual

How to interact with the user interface and play the game.

A CMCS 137 Final Project Requirement

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Introduction

This document can be used by all kinds of user of this game. This manual will include instructions from how to join a lobby to playing the game. Even those who want to host a game can learn how to set up a lobby later on in this document.

Instructions

How To Start The Game

To start the game run ``java GameMenu`` on your command line in the Source Folder.

How To Join A lobby

Place the IP address of your host and the port of your host to the named fields.

Then Select Your Class.

Then click the Join Game button.

Then wait for the host to start the game.

*How To Create A lobby

*(*note you must join, as client, to your own lobby to join your own lobby)*

Just click the create lobby.

Invite players

- The ip address and port of your lobby is located upper left

Set Up Game Options

- Select count of lives per player in this session.

Starting the Game

- Click the start button located at the lower right

Playing The Game

Controls

Movement

- W/Up arrow - move your unit upwards
- A/Left arrow - move your unit sideways to the left
- S/Down arrow - move your unit downwards
- D/Right arrow - move your unit sideways to the right

Combat

- Spacebar - basic attack, kills those in range towards your face
- E - special skill (see class section for more information)

Game Mechanics

- Each player has only a set of lives which is set by the host
- The game will end if there is one last player alive
- The winner will be the last one alive
- There will also be a ranking for the accumulated kills

Unit Classes

Ninja

- moves fast and attacks fast with short melee range dagger and can turn invisible as special skill
- Invisibility enables the ninja to turn invisible from his other enemies.

Samurai

- moves slow and attacks slow but have long range katana melee attack and have charging multi attack as special skill
- Charging Multi-attack enables the Samurai to sprint and while continuously slashes in front him.