**Starpusher User Manual**

By Jacob Morgan, Kyle Reinholt, and Tyler Thaxon

**I. Preface**

Hello and thank you for playing our rendition of Starpusher! We worked very hard to stay true to the source material, both in in gameplay and aesthetic. Many things were learned in the development process which will hopefully allow us to program more proficiently in the future. Once again, thanks!

**II. Table of Contents**

I. Preface

II. Table of Contents

III. Overview of Starpusher

i. Background

ii. Gameplay

IV. Controls

V. Glitches

VI. Index

**III. Overview of Starpusher**

i. Background:

Starpusher is a very simple puzzle game: the nameless character (nameless so that one may insert themselves to feel more attached to the game, OR to feel more isolated from the environment; whatever those artsy-farsty gamers pretend to know what they’re talking about) moves around their two-dimensional tiled environment, pushing stars into goal points. Once all the goal points are activated, the player is moved to the next level and repeats this process. However, be careful not to sabotage your own efforts with a poorly pushed star! Starpusher contains five levels of highly addictive and immersive gameplay!

ii. Gameplay:

1. Your character is placed on a two-dimensional map of various tiles; some are passable, allowing you to move. Some tiles are walls which are impassable.

2. Movement is handled in the four basic directions: up, down, left, and right, one tile at a time.

3. If a star is adjacent to the character, moving in the direction of the star will push the star in that direction is the tiles are passable. Be wary of corners and walls!

4. If a level has stumped you, you may restart at any time.

**IV. Controls**

Up arrow key / ^ : Moves the character one tile upward.

Down arrow key / v : Moves the character one tile downward.

Left arrow key / < : Moves the character one tile to the left.

Right arrow key / > : Moves the character one tile to the right.

R key / R: Resets the level to its original layout.

Q key / Q: Quits the game.

**V. Glitches**

Are you implying we make mistakes? Lol jk, we’ll document problems as they come up.

**VI. Index**

Goal: The location one must move stars into. Once all goals are active, the player proceeds to the next level.

Level: The platform upon which the character pushes stars into goals. Progressing through levels will slowly increase the difficulty per level.

Star: The object the character must move into goals to progress through the game. The terminology “block” is appropriate, if you prefer it.