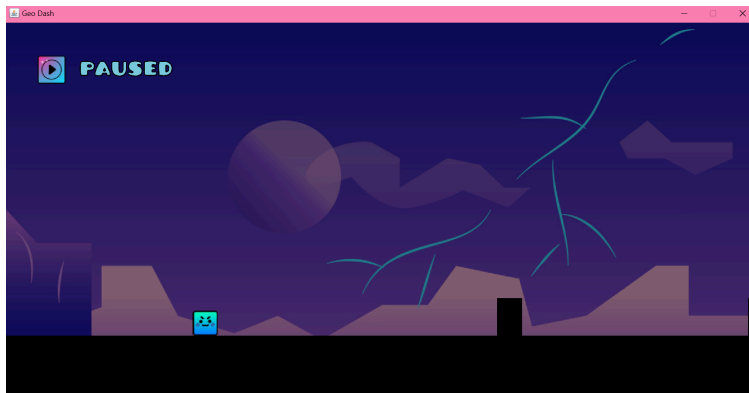


Geometry Dash Manual

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When the player first starts up the game, they are met with a main menu screen with brief instructions, a start button, and a character selection panel. The player can choose between any of the six sprites to play as. If they do not select, the player uses the default blue sprite. When they are ready to play, the user will press the start button.



When the player gets into the game, obstacles begin moving towards the player. The player jumps over the obstacles using space bar. At any point, the player can click the pause button and resume playing when they are ready.



The objects in the game are small blocks, tall blocks, spikes, stars, and platforms. The player can jump safely on top of the blocks, but if they hit the edges, they die. The player dies if they collide with any part of the spikes. The platform is only for players to jump on top of, so the player cannot die by colliding with the platform. The star is to give the player an extra jump. Usually, once the player jumps, they cannot jump again until they are on a solid surface (the ground or a block/platform). With the star, the player can jump again while in mid-air, but only if they are touching the star.



Throughout the level, we set up a variety of challenging obstacles that used a combination of these objects to give the player a challenging experience.



When the player collides with an obstacle, they are met with a “game over” screen and given the option to play again. If the player chooses to play again, they start from the beginning of the level rather than the start menu. The player is given an unlimited amount of attempts to reach the end.

When the player reaches the end of the level successfully, they are met with a “game win” screen. They are given the option to play again, and the number of attempts it took to reach the end displays. If the player chooses to play again, the number of attempts is reset.

