

SamSer User Manual

Introduction

SamSer is a 2D platformer game inspired by Super Mario, where the goal is to get through all the levels and their obstacles while aiming for a high score count. Get the points by collecting coins, which are spread throughout all of the levels (with varying values!).

Menu Control

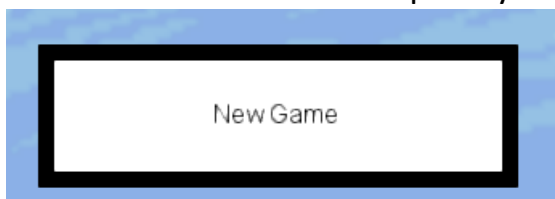
Navigate the menu by using the mouse cursor to select the various options on the main menu screen. To exit the game, click the EXIT button on the main menu screen (see Menu).

Menu

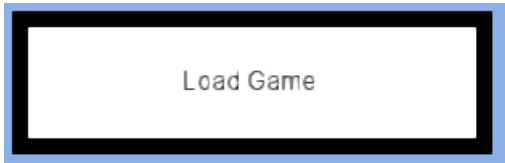
Main menu screen



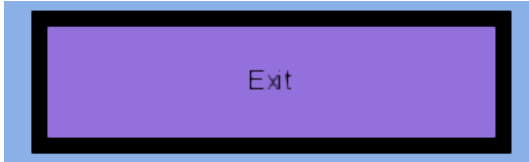
Click "New Game" for completely new SamSer game instance.



Click “Load Game” to select a saved instance of a SamSer game for playing.



Click “Exit” to stop the game and close the game window.



Use the Volume slider to change the music volume.

Load menu screen

Click one of 4 saved instances and play them or press ESC to come back to main menu.

Gameplay

Controls

Control the player’s movement by holding the WASD buttons – the classics!

W – jump/up

A – left

S – down

D – right

ESC/Pause button click – pause

Player will eventually get positioned to the center of the screen and also cannot get past the Camera or Level bounds. Falling out of the map results in instant life loss and respawn/game over.

Pause options



After pressing ESC or clicking the pause button, a window pops up with various options (similar structure to Main Menu), navigate this menu with a mouse cursor or press ESC/click pause button again to unpause.

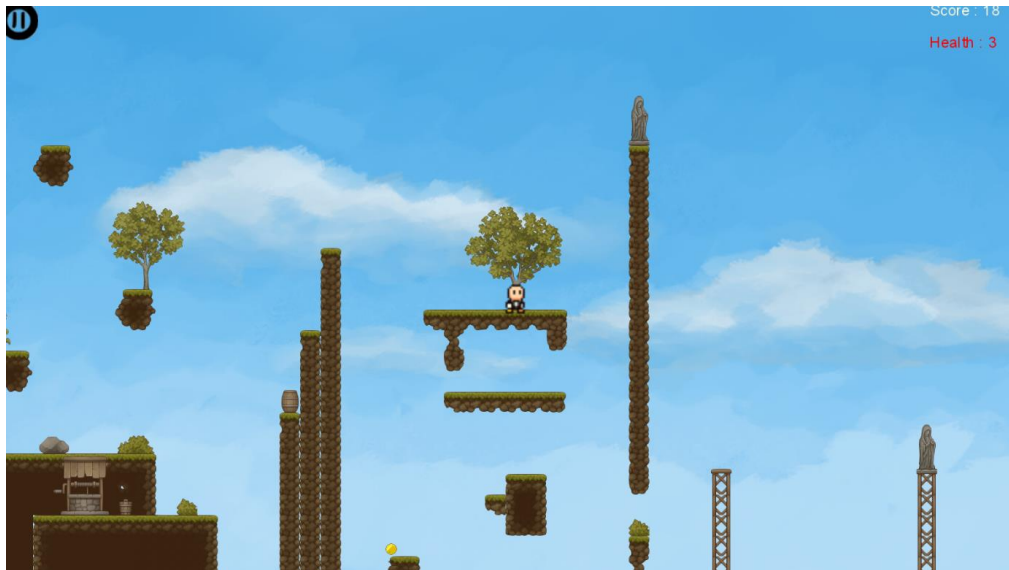
Click “Save” to save the current game into the 4 available save slots.

Click “Exit Game” to return to the main menu.

Use the Volume slider to change the music volume.

Levels





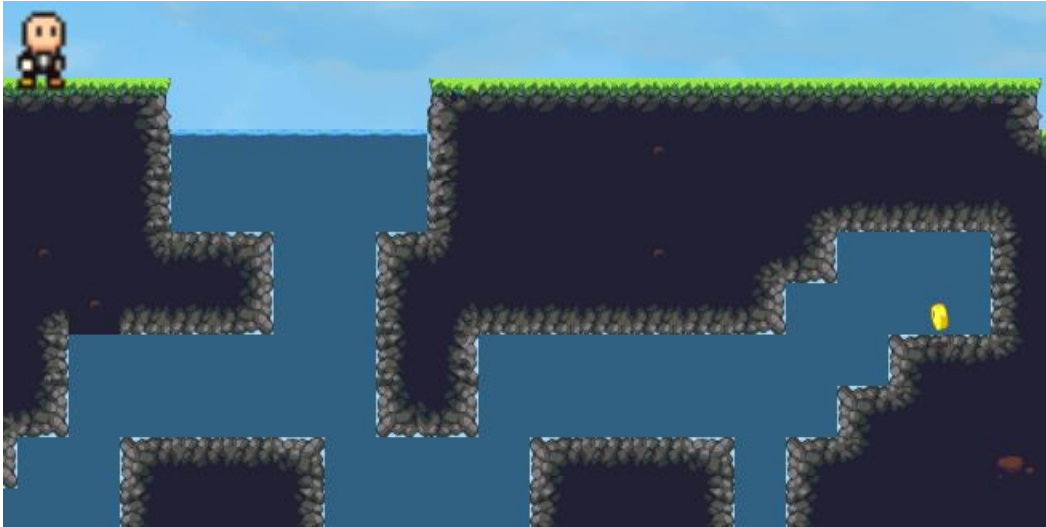
There are 3 playable levels with various lengths and structures. Each of these is made up of tiles, most of them act as either terrain (player will either be able to stand on them or run into them and stop) or serve for decorative purposes, BUT there are three kinds of special tile patterns you should be wary of:

1. Lava tiles – these are dangerous and will instantly kill a player

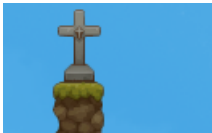


2. Water tiles – these will change the player physics and allow for swimming mode, same controls as before but now, the acceleration is non-existent

and vertical velocity is constant. Use W/S keys to speed up/down respectively. Velocity is slightly lower than on surface.



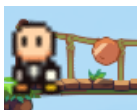
3. Grave tiles – these usually mark the end of the level.



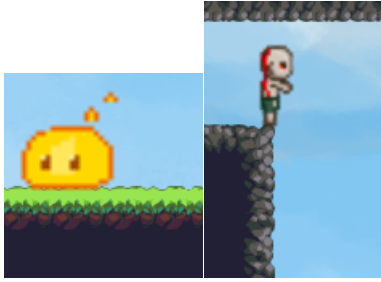
Entities

There are 2 general types of entities, collectables and enemies.

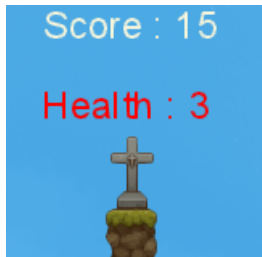
Collectables – Coins: bring a score measuring system to the game, there are 3 coin types in total (Gold, silver and copper) and each of them (upon collection, which occurs at collision) increases the score with its specified value (respectively 3,2,1) and makes the coin vanish. Score is transferred to next level and can be saved along with all other saveable attributes to the save file.



Enemies – there are two types of enemies, zombies and flames. Both of them do the same thing, but zombies are generally less common. Collision with them leads to death and their movement is primitive, just left or right with reverse upon collision with a wall.



Counters



There are two counters located at the top-right of the game screen: Health and score counter. Score counter generally only accumulates score throughout the game. The Health counter shows the number of lives left for the player. The default health count is 3 and each death results to its decrement. After dying at 0 health, the player loses and gets sent back to the main menu (see Death)

Death

Death occurs at entity/dangerous block collision or falling out of the map. Immediately after death, there is a 0.5 second long invulnerability period, decrement of health counter by 1 and return to the start of the currently played level. At 0 health, death results to ending the current game session WITHOUT saving and changing the state to the main menu.

Tips

Save before getting to unknown location, some level parts tend to be difficult and reckless playing might lead to losing game progress at more distant points in the game.

Do not jump right after landing from higher platform

Try to time every jump based on previous experiences