



Horror in Russell's Lab

User Manual

Preface

This manual is intended for new users who have little or no experience in playing Horror in Russell's Lab. It is the purpose of this manual to provide a general overview of how to set up the game as well as instructing a potential user of how to play the game.

User manual contents:

- Introduction
- Installation
- How to use main functions
- Troubleshooting
- FAQs
- Credits

The user manual for this game comes in both a pdf and multimedia format. To view the user manual in its intended form please visit the link below and click play in the top right-hand corner of the web page:

<https://sway.office.com/9JXBNVmZgb4gppJS?ref=Link>



Introduction

Background

Horror in Russell's Lab is a horror themed dungeon game designed by a group of Post-graduate students at the University of Bath. Our aim was to create an enjoyable game with a scary twist. The game centres around a mad scientist who finds himself in a demonic world that parallels the setting of his familiar lab back home in reality - his objective is to explore this new area and find a way home. Throughout the game there are puzzles to be solved, monsters to be killed or in certain cases monsters to run away from, and much more. This manual was produced to help users navigate the game efficiently to maximise enjoyment and minimise frustrations during play.



Audience

The target audience for this manual includes players who have not yet played the game or users who have found problems during play. This manual is not for developers who want to know in detail how the game mechanics work, that documentation can be found in the maintenance guide.

Scope

This manual covers all issues that may be faced in game play and outlines the main features of the game and describes how best to employ them. This manual does not inform of how to solve intrinsic problems in the game, or network problems.

Installation

Horror in Russell's Lab was developed to run on a web browser and so all a customer needs to be able to play the game is a web link. To play Horror in Russell's Lab click here: <https://horro-in-russells-7fde88.netlify.app/>

How to use main functions

Movement

Following the normality of most online video games, movement is controlled by the W, A, S, D, keys where:

- W - move forward
- A - move left
- S - move down
- D - move right

One specific feature that is important to the movement mechanism is the camera motion. The game is watched from a birds-eye-view and the camera moves through a room centred about the player. This method was employed to give a more suspenseful feel to the game.



Combat

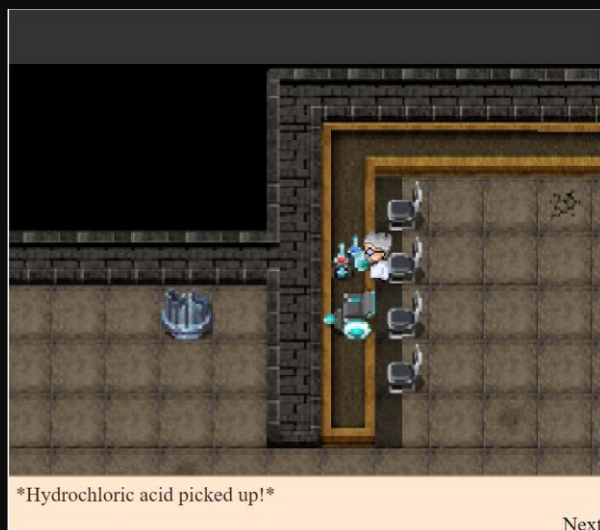
The combat sequences involved in this game are all turn-based. As a player you have the ability to attack first using one of the items that you may have previously picked up. There is an associated probability of a attack hitting or missing based on the item used in the combat, so don't be alarmed if you miss with your first hit. After your first move, the enemy will respond with an attack of their

own, and the cycle continues until one of either the enemy or the player has no more health. There are submenus including attack and item under the main menu, different selections determine different actions.



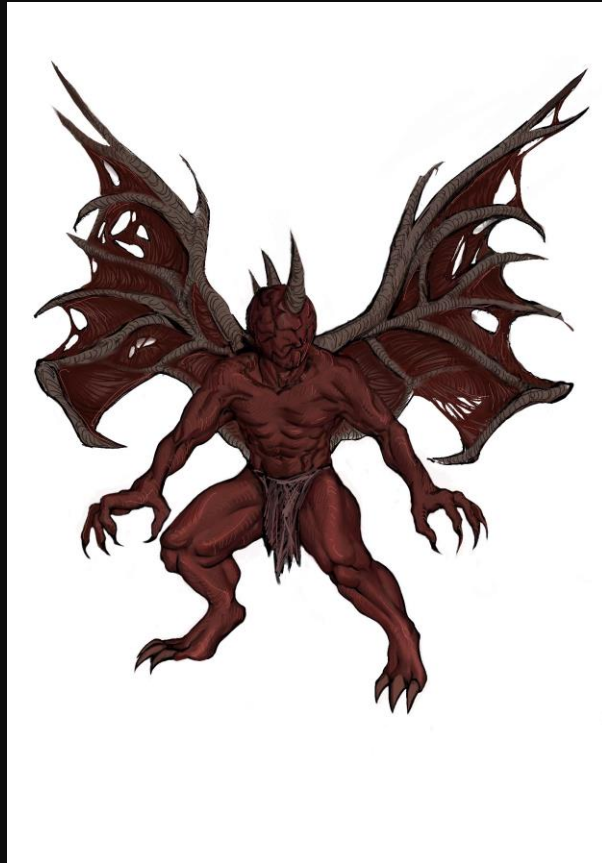
Puzzles

Between combats, a player is required to complete a series of puzzles that allows the player to advance into the next room or level. Most of the puzzles that a player comes across involve object interaction. A player can pick up items and interact with bots by pressing the 'enter' key. The most common puzzle will require a player to solve clues and look for items, all items will be located within the room that the puzzle starts.



Chase Sequence

This event is triggered whenever you enter the parade map. The aim of this part of the game is to run away from the main demon figure. If the demon catches you then you die, the demon like the player has obstacles that it must go around. It is the objective of the player to escape into another room where the demon cannot follow.



Inventory

To see the items that you have picked up during the game press the 'G' key.



FAQs

Q1. Are there any system requirements or downloads that I need to play this game?

A1. All you need is the web address for the game, no other pre-downloads or system requirements needed.

Q2. Is the game playable on a mobile?

A2. At this date, no the game cannot be played on a phone.

Q3. Can you play the game with a controller?

A3. No the game was designed to be playable with only a keyboard needed.

Credits

Author:

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Design team:

- Charlie Morgans
- Hannan El-Amriti
- Saad Ahmed
- Zheming Na

Development team:

- Eddie Huang
- Jodie Chau
- Meghnath Pillay
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