User documentation



Introduction

In this User Documentation you will find feature explanation and rules of the game which are restricted to follow while playing.

Features

Sticky Beaking is a kid's game. Which consist of a player "Duck", "Owls" enemies and environment with some colliders in the game. Minimum time taken by the player need to take minimum time to complete task to win the game.

Some features of the game:

- Duck: Main player of the game, which is controlled by the user to play the game.
- Owls: Non-playing or enemy character in the game.
- Trees, ground and mountains: Trees are barrier for the bird as well as source of energy like ground and mountain for the bird.
- Vorago: It is a part of environment and Player pay penalty if comes in contact with vorago.

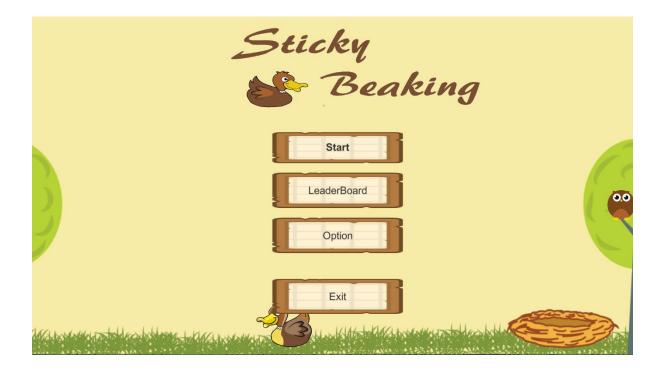
• Leader-Board: Display the name and score of the player at the end of the game if player completed the game.

How it works:

- Step 1: Start the application of the game.
- Step 2: Start the "Start" button to start the game.
- Step 3: Read the instructions displayed on the screen and press "OK" button after that
- Step 4: Start playing game using "WASD" keys according to the instructions.
- Step 5: Explore the environment and collect twigs to built the nest without getting hit by owls.
- Step 6: Complete the game and save your score with your nickname.

Play the game in your computer

- Un-zip the downloaded game file and run the .exe file of the game.
- You will see the "Main Menu" scene of the game, select the "Start" button.



• Now, read the instructions and press "OK" button to continue the game.

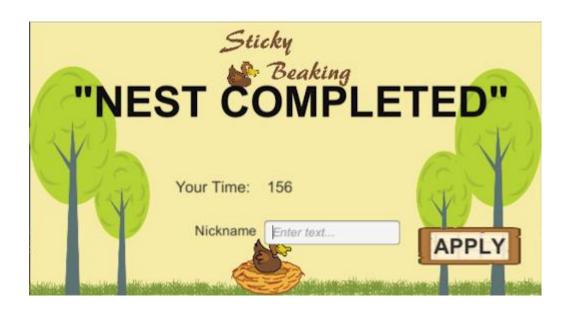


- Use "WASD" keys to make duck move in environment and explore the environment to collect the twigs.
- Save yourself from getting hit buy the "Owls", As you will lose the twigs if they hit you.



• Collect "six" twigs to complete the game then register your score with your nickname and its done.

Your Score: 156



Leader Board

