

User Manual

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Introduction

This game is a side-scrolling game similar to contra games, where players fight through waves of enemies and encounter enemies as they proceed in the level. Player fights through lots of enemies where enemies are trying to attack players. Players can dodge the enemies, jump and shoot at the enemies.

This is the first version of the game, so there will be boss fight, players can get different kinds of weapons, and develop new skills, now you can change your weapon in keyboard by pressing page down and page up will change its weapons. There will be more weapons to use and upgrade its weapons and meet new characters.

CONTrols

This game is supported both XBOX controller and PC keyboard and mouse. By default if player did not plug in their XBOX controller, it will automatically set it to keyboard and mouse, else if a XBOX controller is plug in, it will set to the new controller.

**Keyboard And Mouse**

W = move player upward

S = move player downward

A = move player left

D = move player right

Right Mouse = shoot bullet

SPACE = jump

SHIFT = boost speed

*For debug purpose*

Plus Sign = increase player health

Minus Sign = decrease player health

Page UP = change player weapon (normal)

Page DOWN = change player weapon (laser)

**XBOX Controller**

D-UP = move player upward

D-DOWN = move player downward

D-LEFT= move player left

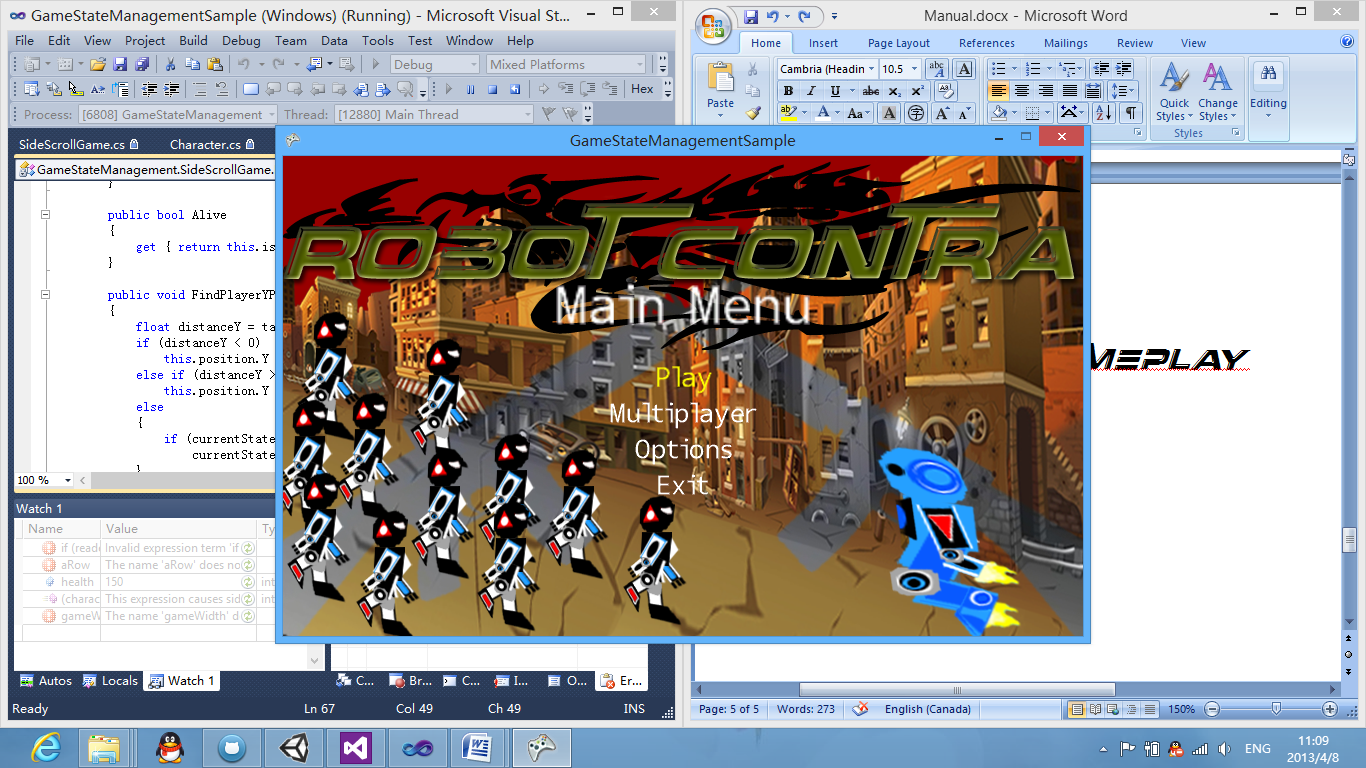
D-RIGHT = move player right

X = shoot bullet

A = jump

RT = boost speed

gameplay



MAIN MENU

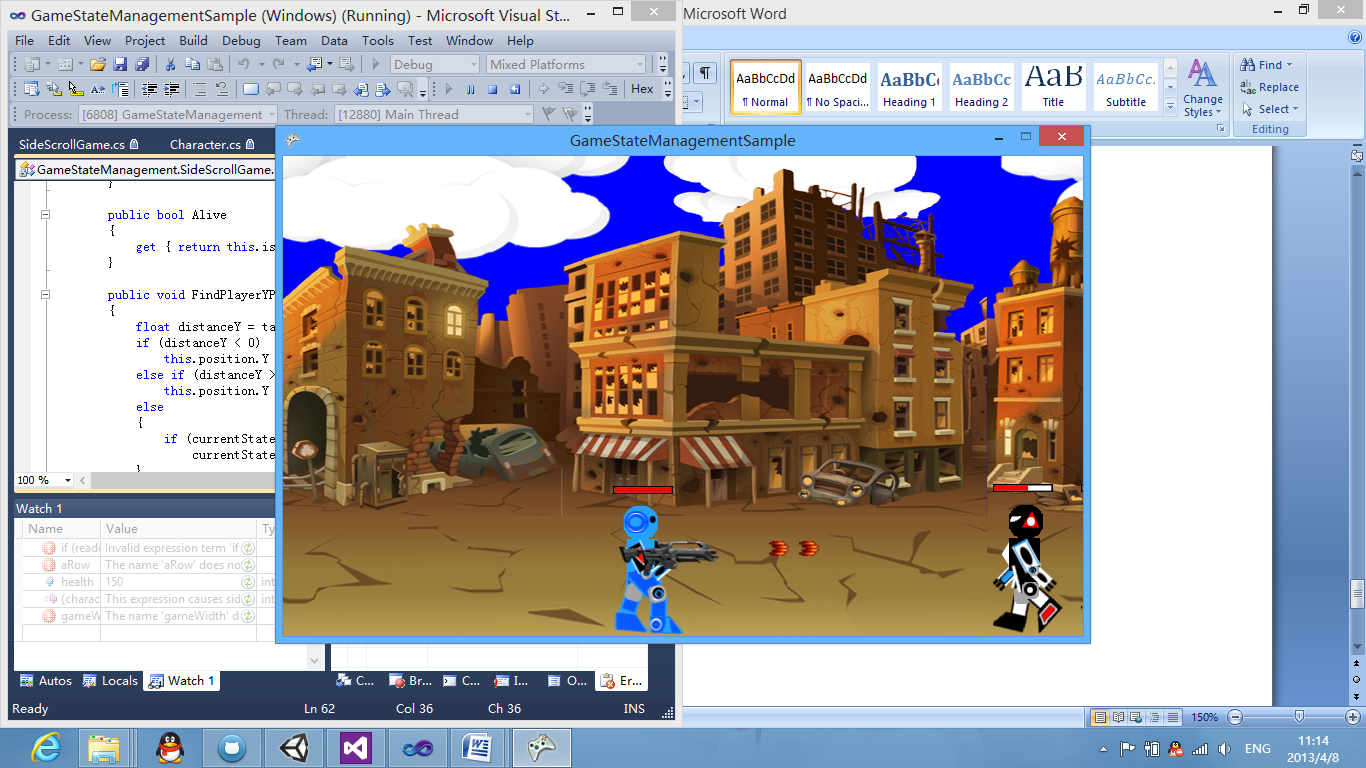
This is the main menu of the screen, where player can navigate where to play single player, multiplayer, change its option, or exit the game..

PLAY - Play in single campaign, where player fight through levels and waves of enemies alone.

MULTIPLAYER - Play in two or more players, where players can join and help each other fighting the enemies.

OPTIONS - change other options of the game

EXIT - exits the game.



SINGLE PLAYER SCREEN

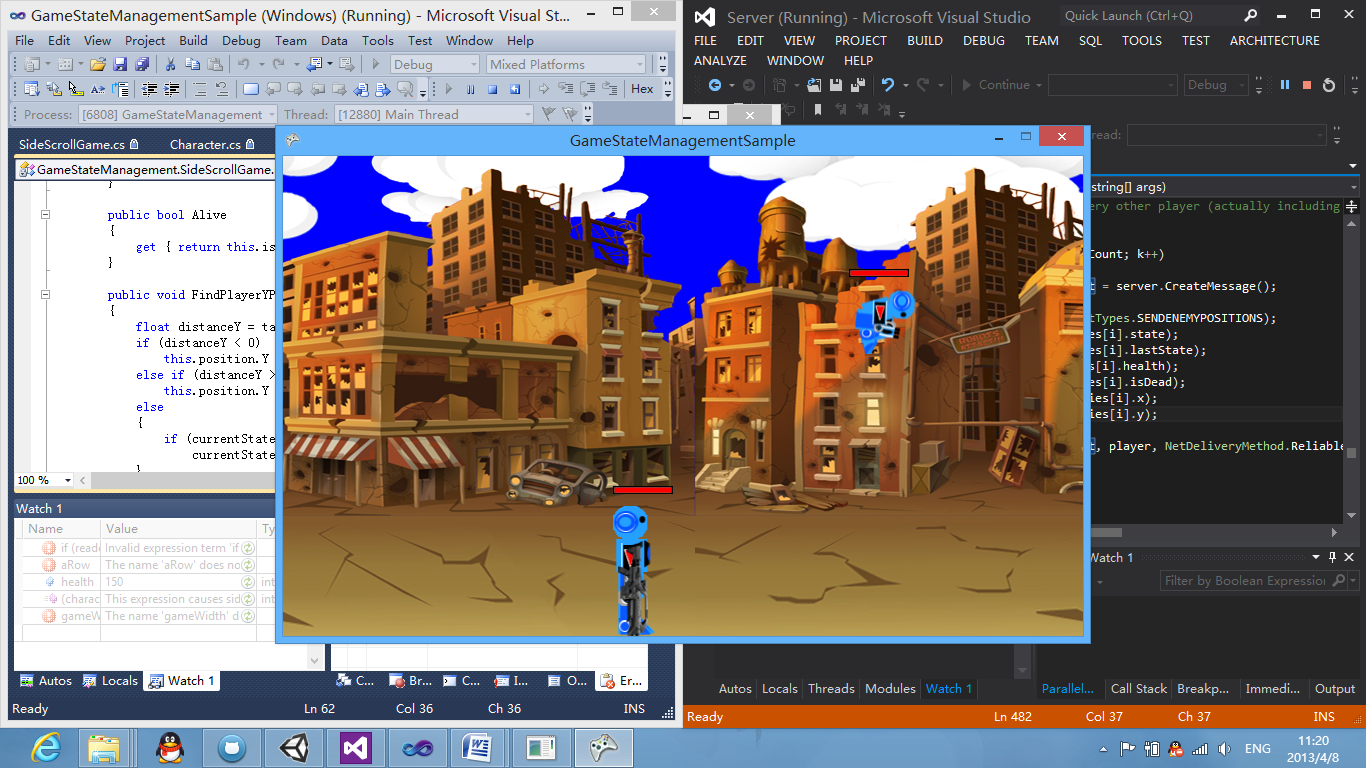
This is the main game play of the screen, player above is its health, it always stays with you, wherever you go. enemies move toward to the player, and player can shoot the enemies. There are two weapons

MAIN WEAPON

bulletNormal.png more speed, default attack damage

OTHER WEAPONS

bulletLaser.png less speed, 2x default attack damage



MULTIPLAYER SCREEN

This is the multiplayer screen where players can help and fight through levels of enemies

key features