**Output of the Executable Software**

**[Configuration Window]**

As running the software, configuration window is pulled up. The window gives the user the settings of various screen resolution, graphic qualities, input settings, window/full screen selection, graphic device to use, and quit & play buttons. Different screen resolution could be selected but some of the resolution did not show full scene as I played it. Graphic quality options did not really bring any change to the game since my game does not involve high graphic quality features. Input setting of the configuration window was different from the actual key settings in-game, and changing it did not affect the game. I intentionally did not add the option for the player to change key setting so it did not really matter. As I hit the quit button configuration window properly terminated itself, and as I hit play button, the game started.

**[Splash Intro/Story Narration]**

As soon as the game was run, the credit scene saying that the game is made with Unity, however, it went off too quickly. I tried to find a way to set a longer duration for that but I could not figure it out. The credit scene was like the mandatory to include in the game for Unity developer. After the credit scene, splash intro that I created came up, the design and sound was perfectly displayed as I designed. The splash scene was up for about good 7 seconds, and the scene was changed to narrate the story. The story was delivered about 2-3 lines by lines, and each separate lines was faded in and held for 6 seconds so the user has enough time to read the entire lines. The speed of delivering the story was a little bit fast for me, however I am not a native English speaker, so I thought it was just perfect speed for those users who natively speak English. There is a ‘skip’ button bottom right corner to skip the story, and I restarted the game to check if the button works properly. By clicking the skip button I could enter the main menu.

**[Main menu]**

The main menu shows four menu buttons, ‘play’, ‘score’, ‘exit’, and ‘instruction’. First, I have tried instruction button, and the instructions were properly showed in the screen. By clicking back button I could go right back to the main menu. Then I tried score button to pull up score board, and no record was showing but ‘-----‘, because it was the first time running application. After defeating the monster in time and coming back to the score board, and it properly displayed the high score and the last score. I also tried exit button to see if the application exits properly and it did. I ran the game again, and then I finally pressed play button to play the boss stage.

**[Boss Stage]**

As soon as I entered the boss stage, I pressed ‘esc’ key, and the game was paused and pause menu was pulled up. The pause menu simply displays four option buttons. First, I pressed ‘resume’ button and the pause menu disappears then the game started again. By clicking ‘menu’ button and there was an alert message popped up to warn the player with a message “If you go to menu, you will lose your current game. Do you go to menu?” and ‘yes’ or ‘no’ options. The ‘no’ button brought back the pause menu, and the ‘yes’ button took me back to the main menu, and as I played the game again, the boss stage started from the very beginning and timer confirmed it. And then I tried ‘exit’ button in pause menu again, it also warned me with an alert message “If you exit now, you will lose your current game. Do you really want to exit?” with yes/no buttons. Like before with the alert message, pressing ‘no’ button brought back the pause menu and pressing ‘yes’ button instantly exit the game. I again entered the boss stage, and lastly I tried the ‘sound off’ button in the pause menu, and I could hear the music and raining sound effect stopped playing.

After trying out all the pause menu options I finally explored the game features. I tried arrow keys to move the character horizontally, and the player character moved responding to the inputs. I tried ‘C’ key to make the character jump, and by pressing ‘C’ key immediately again, the character could double jump in the air. I tried to hop on every platforms above the ground by jumping and the distances between each platform were appropriate for the player character to move between them. The ‘Z’ and ‘V’ keys were assigned to make the character dash horizontally and downward vertically, respectively. Dash in downward direction was properly working for infinite times, however there was a little glitch of the player character’s image as the player uses the dash so close to the ground platform. Dash in horizontal direction could be used consecutively only for 3 times, and changing direction reset the count. I pressed ‘X’ key and the player character shot his gun. Bullet prefab instantiated at the gun traveled at given velocity in horizontal direction. When the sniper mode bar (yellow colored) replenished to be max, I pressed ‘F’ key and the weapon of the player changed and shot different bullet prefab. Once I hit ‘F’ key sniper mode bar started decreasing until it becomes zero.

I spectated the monster ai for about 30 – 60 seconds to see each of its attack pattern. ‘Eye bullet’, ‘Skull bomb’, ‘Hell fire’, and ‘Spinning Axe’ were all randomly generated to be seen, and I could see that player’s hp goes down with given amount of damage as the character gets hit by each of the prefabs. Also hitting the monster with both regular bullet prefab and sniper bullet prefab dropped the monster’s hp with proper amount. I kept hitting the monster and its ‘rage gage bar’ started going up and as it reaches the max, it started decreasing, the monster ai gained extra speed, and it healed itself for small amount. On the platform located in the middle of the scene, there was a ‘dog’ and as my character goes near it, it started bouncing up and down and it healed the player’s hp 1 by every 1.5 seconds. By this point, all the sound effects associated with objects’ movements/prefabs worked fine.

After checking all the basic features of the game in the boss stage, I tried to defeat the monster. I actually died easily for first few times, and when the player character’s hp became 0, my character became a tombstone and I lost control over the character. After about 7 seconds, Game over scene was pulled up. At my 4th trial, I could drop the monster’s hp below 1000 (initial hp is 2400). As its hp became below 1000, the second phase of the monster started. Background music stopped and the monster ai became invincible and made laughing noise. After few seconds the monster faded away, new background music started playing, and the monster faded back in with new appearance. I let it launch all of his attack patterns and all attack prefabs and sound effect attached to them were working properly. The monster ai in the second phase became free from the gravity meaning as I, the player character, move up in the higher platform, the monster ai could float and chase the player. Unlike in the first phase, only limited parts of the monster were attackable so It was more difficult to aim to attack. With multiple numbers of trial, I could finally kill the monster ai.

At the moment I killed the monster, the timer on the screen stopped immediately, and the monster started playing death effect animation. The monster exploded splashing bloods and growled as it disappeared. After about 7 seconds, game scene changed to ‘You win’ scene.

At another round of game, I tried to let the timer ran out. As the timer became 0:0, the game scene started shaking for 3 seconds and the game scene changed to the ‘Game over’ scene.

**[Game Over]**

The game scene changed to the “Game over” scene, and in the middle of the scene it simply displayed ‘GAMEOVER’ text and three menu buttons. The ‘play’ button played the boss stage again from the beginning with the timer indicating 5:00 (five minutes). The ‘menu’ button took me to the main menu and as I entered main menu, the background music played again. Finally the ‘exit’ button terminated the game.

**[You Win]**

After killing the monster, the game scene changed to ‘You win’ scene. It similarly, as the ‘game over’ scene, displayed simple text “You Win”, and time record for this game. There were properly oriented three menu buttons exactly the same as the menu buttons from the ‘game over’ scene with the same functionality.

**[Easter Egg]**

With multiple numbers of practicing, I was able to defeat the monster within three minutes, and after staying on the ‘You Win’ scene for 7 seconds, I could enter the ‘Easter Egg’ scene. As the ‘Easter Egg’ scene came up, the scene camera focuses on the player character smoking cigarettes standing right next to the dog. After 3 seconds, in the background, I started hearing a male laughing hysterically, and the scene camera moved diagonally downward with suspense sound playing. As it reached the very bottom of the scene, it shows the silhouette of a new monster with the scene shaking. After the scene shaking stopped, the game scene went back to the main menu.