Assignment Submission

Student Name	Tríona Barrow
Student Number	11319851
Degree Programme	B. Sc. in Computer Applications (Software Engineering)
Module Title	Fourth Year Project
Module Code	CA400
Project Title	Quest
Lecturer	Paul Clarke
Supervisor	Renaat Verbruggen
Project Due Date	21st May 2018
Assignment	User Manual
GitLab Link	https://gitlab.computing.dcu.ie/barrowt2/2018-ca400-barrowt2

Declaration

I declare that this material, which I now submit for assessment, is entirely my own work and has not been taken from the work of others, save and to the extent that such work has been cited and acknowledged within the text. I understand that plagiarism, collusion, and copying are grave and serious offences in the university and accept the penalties that would be imposed should I engage in plagiarism, collusion or copying. I have read and understood the Assignment Regulations set out in the module documentation. This assignment, or any part of it, has not been previously submitted by myself or any other person for assessment on this or any other course of study.

1. Installation

This game runs as a Windows ".exe" file, and is built as an x86 64 bit program. The game files can be found here in a zipped folder: https://www.redbrick.dcu.ie/~polka/quest/

1. Download the zipped file from the link and save to a local folder on your computer.
2. Locate the zipped folder within Windows Explorer and extract the files within - they will be named "Quest.exe" and "Quest_Data".
3. "Quest.exe" and the "Quest_Data" folder must be in the same folder/directory in your filesystem.
4. Double click on the file, "Quest.exe" to launch the program.
5. Your system will launch the game.

2. User Guide

a. Main Menu

User can select:
- Play - launches the game
- Options - shows volume control option
- Controls - shows controls needed - WASD/arrow keys, E, and J
- Quit - closes the application

b. Play

User controls a sprite using the following keys:
- W/Up arrow - move up the y axis
- A/Left arrow - move down the x axis
- S/Right arrow - move up the x axis
- D/Down arrow - move down the y axis
- E - interact with an NPC/object
- J - attack

The user can move the player into trigger zones to conduct certain functions, such as:
- Exits to other levels
- Speaking to NPCs
- Reading signs
- Picking up coins
- Lose health from enemy attack
- Regain health from potion
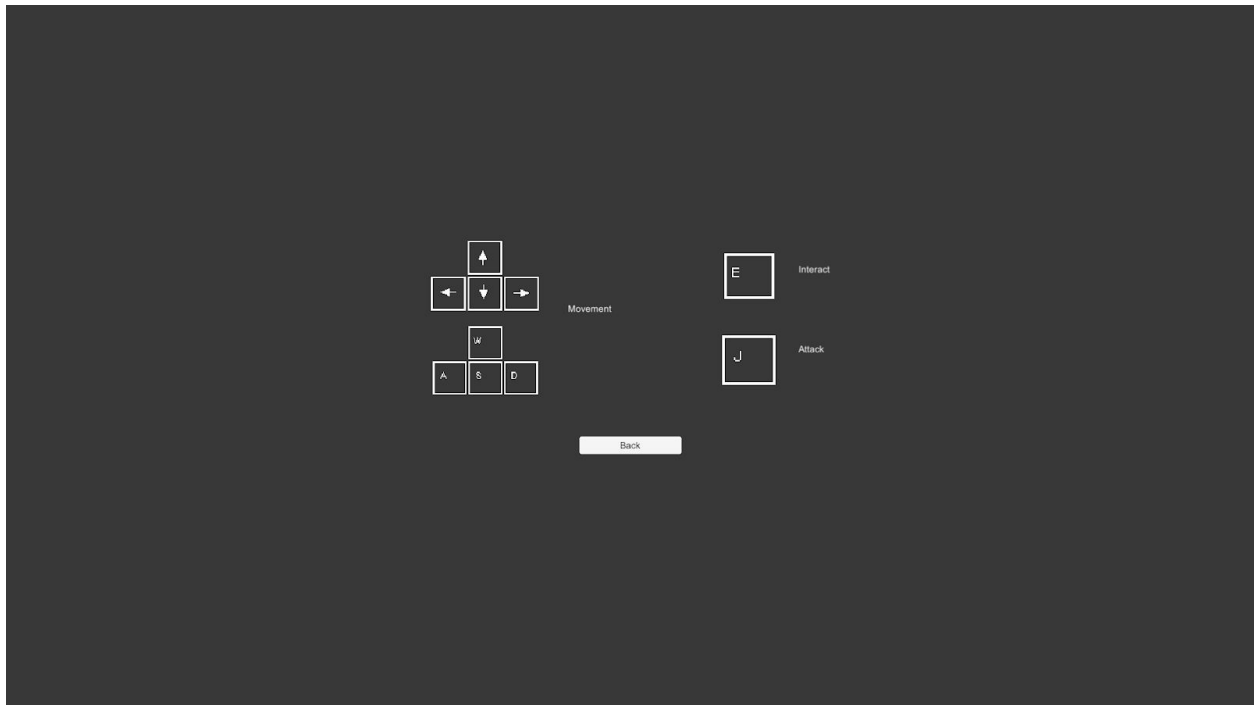
The user can also use the following keys:
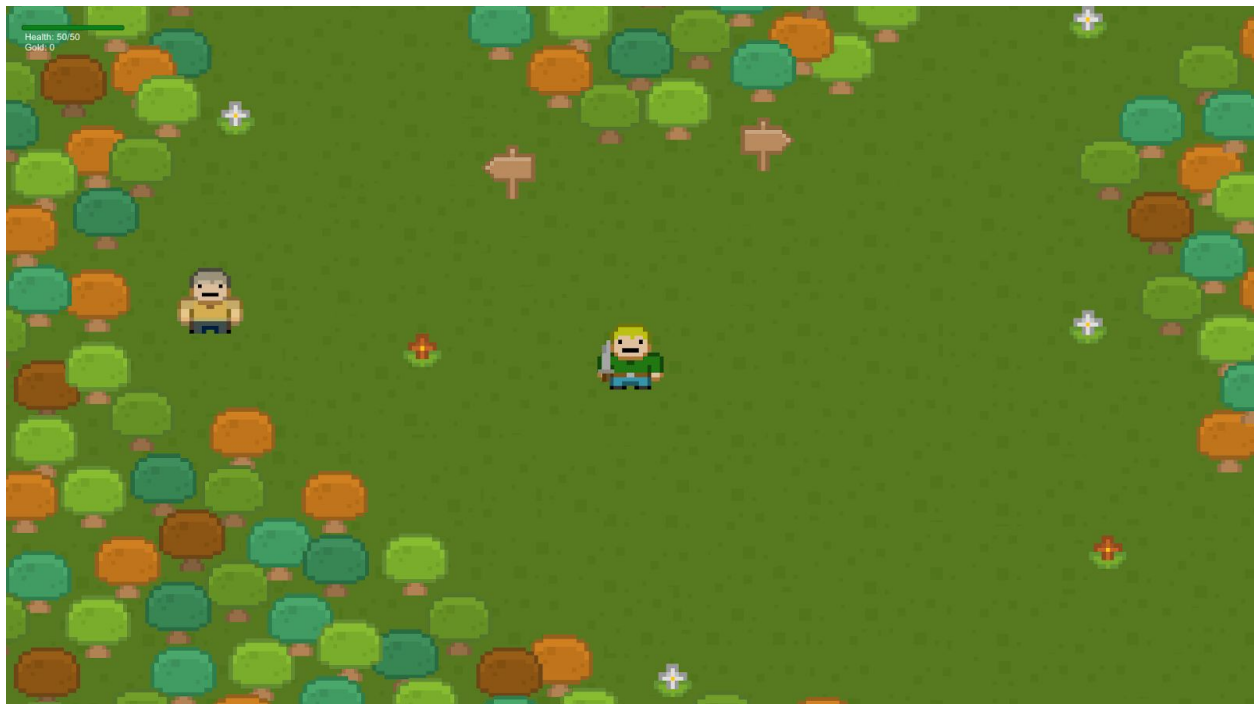- Escape - to show/hide the pause menu

3. Screenshots

a. Start Screen with options

b.   Controls

c.   Player in Forest level

d.   NPC interaction

e.   Player in Town level with Slime enemies

f.   Player attacking Slime with Health Damage

g.   Coin drop after Slime death

h.   Player in Tavern near health potion