

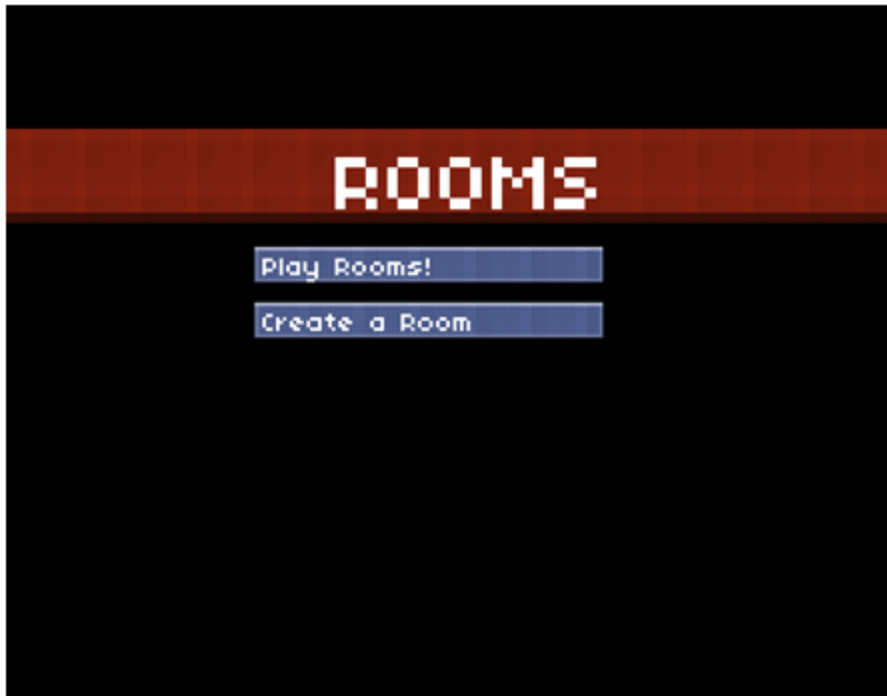
Final Users Manual

Group D - Rooms

Final Users Manual: An initial user's manual to guide the user through the use of your system.

Welcome Screen/Initial Options

You will be welcomed by a screen with the option to “Play Rooms!” or to “Create a Room”



About the Game

The goal of ROOMS is to survive the longest and kill as many monsters as you can. In order to kill monsters, you will be equipped with a gun full of ammo and a flashlight full of battery.

The Levels

Each level is randomly generated. So what kind of level you end up in will vary. Occasionally you will end up in a “safe” level where there are no monsters, just items that help you. This level will be randomly generated just like the others and it will not be known initially that this level is safe. The structure of level is straightforward. It consists of square rooms which are all connected. The contents of each room are also randomly generated. The possible generated contents are objects such as chair, fridges, tables and etc that can be seen as obstacles to the player, items that help the user, and monsters. For some rooms there may be a “theme” where the objects and tiles of the room are meant to represent that theme. Some of themes are kitchen, bedroom, living room, and etc. With all the random rooms, there will be one exit which will be randomly placed somewhere in the level. The exit will be marked by a big down arrow, and its purpose is to take the user to the next level. Figure 1 below is an image of a level.



Figure 1: The basic structure of a level and highlighting the exit.

The Items & Bars

From Figure 1 we see three bars at the top of the screen. These bars are to let the user know how much ammunition, health and battery they have, listed from left to right. As you shoot monsters, you will run out of ammunition, when you get hit by a monster you will lose health and when you use the flashlight it will run out of battery. To regain ammo, health and battery, there are the three corresponding items which will replenish the user, an ammo pack, health potion and a battery. Simply just walk over them to use them. Figure 2 below highlights these items and their corresponding bar.

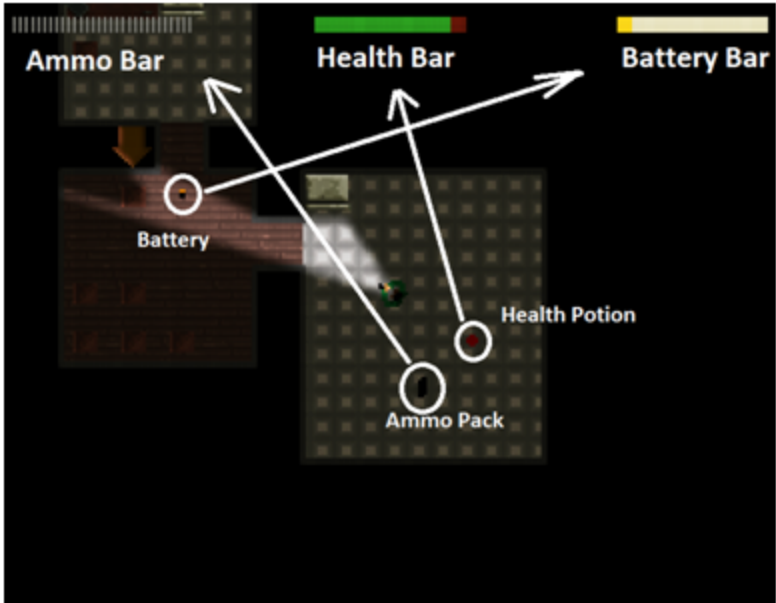


Figure 2: Items and corresponding Bar

Monsters



Figure 3: Monsters

In figure 3 we see the two types of monsters that exist inside the game. The first type is the zombie, in order to kill a zombie you will need to shoot it with your gun. The gun has limited ammo so be careful. The one closest to the player is a shadow. The shadow is invisible except in light, so use your flashlight to see them. Also, to defeat a shadow you need to use your flashlight and point it at them. Shadows are able to walk through objects such as furniture, chair and etc. so be careful.

Controls

As mentioned earlier to kill a monster you need to use your flashlight or shoot with your gun. See below:

- Press “L” to turn the flashlight off/on.
- Use your mouse to point the flashlight in a certain direction.
- Left click on your mouse to shoot your gun.
- To move press the arrow keys or WASD: “W” for up, “A” for left, “S” for down, “D” for right.
- To pick up an item simply walk over it.

Point System

For every kill, you will get 10 points. When you die, you will see your score. Now play until you die to reach a high score!



Figure 4: The score at the end of a game

Create A Room

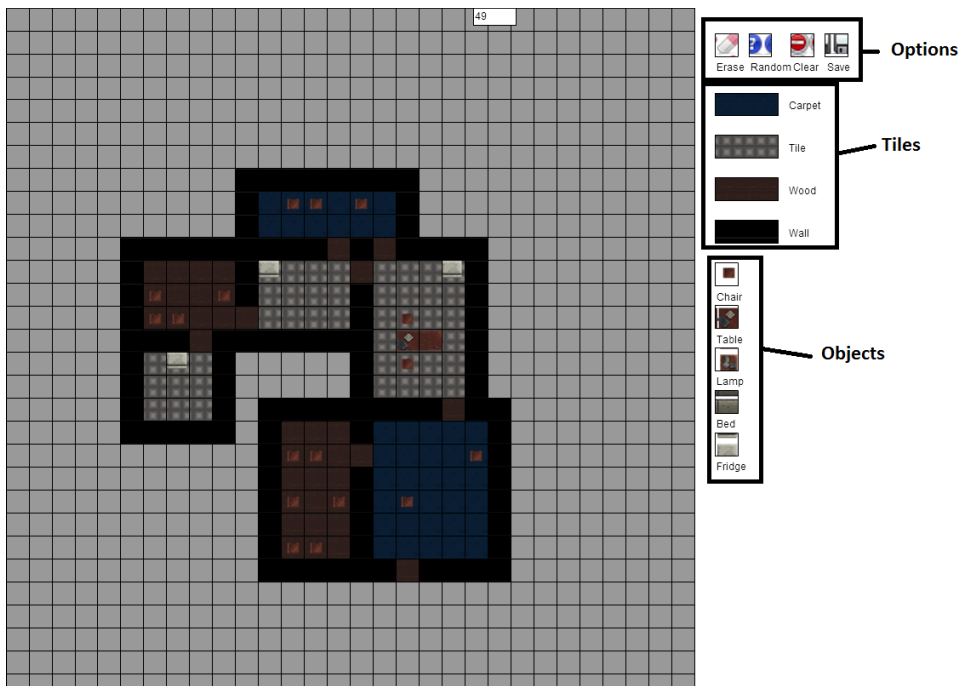


Figure 5: Room Editor

In figure 5, there are three sets of buttons: options, tiles and objects. In the options, you can use an eraser button which is used to erase one tile, a “random” button which will create the whole level at random, a clear button to clear all tiles and the save button to save the level to the database. After it is saved in the database, there is a chance for your level to get loaded into the

game.

The other two sets of buttons are used for decorating and making the layout of the room. The tiles are used to make the layout of the room. There are three tiles which will be used to decorate the floor: carpet, tile and wood. The last tile is the wall and it determines the bounds of the room. And the object button set is used to place objects inside rooms. The objects that can be placed inside the room are chair, table, lamp, bed and fridge. The Lamp is a special object as it helps the user by illuminating light around it.

Note that you do not determine the exit as that will be determined by our program.