

# Final Project User Manual

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Find R2

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# I. Game Background

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R2 contains critical Imperial plans in his memory, but no one can find him in the blizzard. Locate him and recover the plans in his memory. However, make sure to bring your light saber. There are reports of Imperial probe droids in the area!

# II. How To Play

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Find R2 starts with Luke in a snowy forest with his trusty light saber. Probe droids immediately spot Luke and chase after him. Luke must dodge or destroy the probes, find R2, and make contact.

You can move Luke by using the Graphical User Interface (GUI, described below) or by using the keyboard keys as described in *Table A*.

Keyboard Button	Effect
a	Turns Luke left.
d	Turns Luke right.
q	Quits the game.
s	Moves Luke backward.
w	Moves Luke forward.

*Table A, Keyboard Controls*

### III. Graphical User Interface (GUI)

The program utilizes a simple, graphical user interface demonstrated in *Figure B*. The main sections include the normal view, the radar view, and GUI controls.



*Figure B, The Graphical User Interface*

#### A. Normal View

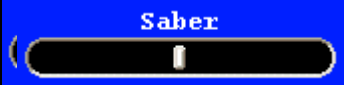
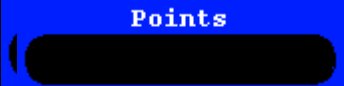





The normal view takes up the top-left portion of the screen. Luke appears in the middle of this view. Also displayed are trees, probe droids, R2, and the border of the world. Luke may not walk outside the border. Clicking on your left or right mouse button in this view will respectively move Luke's saber left or right.

## B. Radar View

The radar view displays to the right of the normal view. A black square shows the world location that the normal view displays. You can zoom the normal view in or out by clicking and holding your middle mouse button and dragging the mouse left or right. You can also search the radar view by clicking and holding your right mouse button on the area you want to examine.

## C. GUI Controls

Underneath the normal and radar views are the Controls group. *Table C* below describes this group.

GUI element	Picture	Description
Saber slider	 A blue rectangular control with a black horizontal bar and a white vertical slider knob in the center. The word "Saber" is written in white above the bar.	Moves Luke's saber left or right.
Points display	 A blue rectangular control with a black horizontal bar. The word "Points" is written in white above the bar.	Displays the number of points you've earned.
Direction controls	 A black square control with four white diamond-shaped buttons arranged in a cross pattern.	These buttons control the direction Luke moves. The top and bottom buttons move Luke forward and backward. The right and left buttons turn Luke.
Pause button	 A blue rectangular button with a black border and the word "Pause" written in white in the center.	Pauses and resumes the game.
Reset button	 A blue rectangular button with a black border and the word "Reset" written in white in the center.	Starts the game over.
Exit button	 A blue rectangular button with a black border and the word "Exit" written in white in the center.	Quits the game.
Message display	 A blue rectangular control with a black horizontal bar.	Gives messages to the user, excluding points.

*Table C, The GUI Controls*

## IV. Mouse Controls

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The mouse has different effects depending on where you click the mouse buttons. The *Table D* below describes these differences. The table is split between mouse actions in the normal view and in the radar view.

Mouse	Normal View	Radar View
Left-Button Click	If game not paused or over, swipes saber left.	n/a
Middle-Button Drag	n/a	Zooms normal view based on previous mouse position. Left movement zooms in; right zooms out.
Right-Button Click	If game not paused or over, swipes saber right.	Centers normal view to clicked position.

*Table D, The Mouse Controls*

## IV. Winning

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You win if Luke finds and runs into R2. You are likely to run into several probe droids along the way. If you do, you'll get points for destroying them. *Table E* totals all the possible points.

Event	Score
Find R2	100
You destroy probe	20
Probe destroys itself	5

*Table E, Points*