THE SHOOTING OF
ISAAC

USER MANUAL

ABOUT THE GAME

The game is a vertical shooter inspired by *The Binding Of Isaac* in the graphic style and the gameplay which are pretty much the same.

BINDINGS

Beware ! The game is in english but I used AZERTY controls so be sure to hit ALT + SHIFT so you don't have troubles to play.

ZQSD	Movements
A	Lock first power up
E	Lock second power up
Space	Use special item
Right Control	Use a bomb
Up arrow key	Shoot during the level
All arrow keys	Shoot anywhere during boss fight
Enter	Go to the next level after a boss fight
Escape	Go bakc to the main menu

Be careful, there is no pause button, you must finish or go back to the menu if you begin a game session.

CHARACTERS

Several characters are available in the game, they all have 4 stats that impact on their gameplay, during your session you might modify these stats a bit.

Character	Name	Health	Speed	Shot Speed	Damage
	Isaac	3	2	2	2
	Magdalene	4	1	2	2
	Cain	2	3	2	3
	Judas	1	2	2	4
	Eve	2	3	2	1

ITEMS

There are lots of things to be picked up in the game, they'll appear regularly on the floor in front of the character and they can be divided in three categories : Special items (or Space Item, as you use them with the space bar), Pick-ups and Power-ups.
All of them are explained below.

SPECIAL ITEMS

Like said earlier, those items are used with the space bar, they have a little delay you'll have to wait so you can use them again.

Item	Name	Description
	The Candle	Throws a blue flame in front of the player and slowly goes up the screen. Does massive damage to enemies and cancels their shots.
	Best Friend	Puts a fake Isaac on the ground that attracts all the enemies around and explodes a few secondes later. The explosion can hurt the player.
	My Little Unicorn	The character is invincible for a short amout of time but cannot shoot. Contact with enemies will cause them damage.
	Bob's Rotten Head	Throws a poisonned bomb straight in front of the character that doesn't stop until it finds an enemy to finally explode. Like *Best Friend*, the explosion can hurt the player.
	Hourglass	Slows the enemies and their shots so they can be dodged easily.

The player can only have one special item at a time.

There are multiple type of pick-ups, bombs, hearts and pills. The first two increase respectivly the player's amount of bombs or health.
The pills work a little differently as they have random effects among eight possibilities :

More / Less shot speed
More / Less movement speed
More / Less damage
One more / One less tear to shoot, the character can shoot up to four tears at the same time.

Shot speed, movement speed and damage cannot drop under a value of 1 but can rise without ending.

At each game session, one particular pill will correspond to one particular effect but as soon as you retry, all the correspondences will be erased to create new ones. With that in mind, the red and whit pill that's displayed above can affect the character's shot speed in a session and affect damage in the next.

Power-ups will slightly affect the gameplay as it can change multiple things. The player can have 2 power-ups at a time and lock one of them so the other will be changed when he picks another up from the floor.

Item	Name	Description
	Common Cold	Colors tears green. Will sometimes poison enemies to make them take little damages over time.
	Technology	The character shot a lasor without interruption. Can hurt multiple enemies in a row.
	Wiggle Worm	Player's shot will go on a sinusoidal track.
	Spoon Bender	Colors tears purple. Shots are now automaticly aiming for the enemies.
	Mom's Contact	Colors tears dark read. Enemies will sometimes be frozen on the spot.

All the effects can work together so it's possible to shoot wiggly poisonned tears or aiming tears that freezes enemies except for *Technology* which, sadly, cannot work with *Spoon Bender*. Once a power-up as been picked, it cannot appear again on the floor, it will if the player replaces it with something.
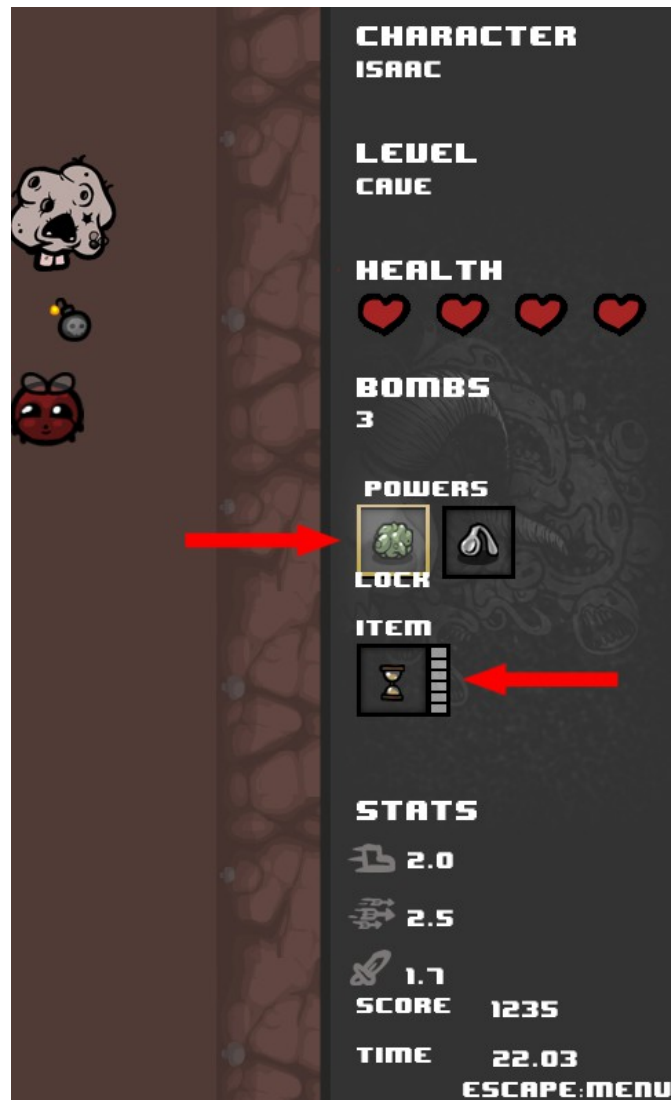
Most of the interface makes sence by itself but let's have a look on the first area indicated by an arrow, it shows the power that the player has locked during his session. The locked power will be preserved so when another power-up is picked up from the ground, the second slot will be changed.

The second arrow shows the cooldown bar of the special item, when the player uses it the bar is emptied the refills itself over time. The item can be used again when the bar is full.

Under the Stats text there are three icons which respectively represents movement speed, shot speed and damage.

There are three diffrent levels plus another one containing the last boss with no enemies. Multiple type of creatures will be found in there, here is the list of them.

BASEMENT

Enemy	Name	Description
	Fly	Doesn't have many health, usually not alone, goes straight to the player and follow him. Appear from the sides.
	Clotty	Stops his way down sometimes to go left or right and shoot four projectiles in the up, down, left and right direction.
	Gaper	Goes from the top of the screen to the player describing a sinusoidal track. Can only damage by contact.
	Horf	Usually not alone, goes down the screen in a straight line. Does a quick stop to shoot some tears then proceed on his way down again.

BOSS

The boss of this floor is Famine. The fight is divided in two phases, Famine on his horse and only Famine's head.

PHASE 1 :
Famine has two competences which are spawning flies and charging the player. Those two actions are determined by Isaac's position, if Famine sees him above or below him, flies will spawn, left or right will be the charge straight to the player, going out of the screen and reappearing to the other side of the room to stop where he started.

PHASE 2 :
Now only Famine's head remains, flies can still appear but no more charges. Regularly, Famine will shoot three tears to the player.

Enemy	Name	Description
	Red Boom Fly	Goes from the top of the screen to the bottom by taking an oblic straight line, rebounds against the walls. When killed, shoots eight tears around itself.
	Hive	Will not attack but spawns three flies when it dies.
	Gazing Globin	Goes to the player similarly to the Gaper but when close to death turns into a pile of meat and retreat. Although it might not happen if the player deals enough damage.
	Clot	Similar to the Clotty but its shots goes in an oblic way.

BOSS

The boss of this floor is called Peep, he only has one phase but the fight can go harder if he dies slowly.

During the fight Peep will lose his eyes and they'll float arout the room bouncing against the walls, they cannot shoot but will harm the player on contact.
That's not the only thing Peep will do, he can also jump on Isaac, going out of the screen by the top and coming back from it straight to the player. The last thing he can do is create a puddle on the ground that is going to hurt Isaac if he walks on it. Those two actions are determined randomly.

Enemy	Name	Description
	Swarmer	Walks around like a hive, spawns flies when hit.
	Boom Fly	Similar to the Red Boom Fly but explodes on death.
	Mask + Heart	A two part enemy, the mask detects the player if he walks by his right, left, above or below and then goes in that direction. The heart is what has to be beaten to kill the enemy, it shoot the same way that the clotty does (up, down, left and right)
	Host	Can only be harmed when in that position (the other is only the head on the floor) but can shoot three tears to the player.

BOSS

The boss of this floor is Loki and must be taken with safety because he has multiple different actions.

Loki will fly around the room and will stop sometimes to do one of his actions. The first one is a eight tears shoot all around him. The second one is a sequence of three shooting patterns, four tears (up, down, left, right) then four others in an oblic way and four like the firsts. He can also spawn a BoomFly near him and finally the last thing he can do is teleporting himself on the position of the player, he will go up a little then disappear, that's when the player have to move because loki will reappear on him.

The last floor is only composed of the last boss, no enemy sequence here. That boss is nothing less than Satan himself so be careful !

The placement of the player is very important in that fight. Staying in front of Satan's head will cause him to shoot a ray straight to the bottom of the screen. Like the previous, staying in front of one of Satan's hand and he will shoot two lasers, one from each hand to the bottom of the screen. If the player is on the sides, Satan will shoot five tears followed by four others. The boss doesn't lower his position to much in the room so it's not very possible to go behind him.

At the end of the game session, after a defeat or a victory, it will be possible to save your score, hit S and enter a three letter name then hit return.

It is possible to see those scores in the main menu by pressing S, only the ten firsts will be displayed.

CREDITS

There are no credits in the game as it is a school project and it's a pity so here is a little thanking section.

The game engine has been done with **SFML (Simple and Fast Multimedia Library)** which can be downloaded on its website : http://www.sfml-dev.org/

And of course all of the game resources have been ripped from the original game **The Binding Of Isaac.**
The game has been done by Edmund McMillen and Florian Himsl and the music by Danny Baranowsky so thanks to them !