

Project 4 Mobile device first person shooter

User Manual

COP 4331, Fall 2014, 2014

Modification history:

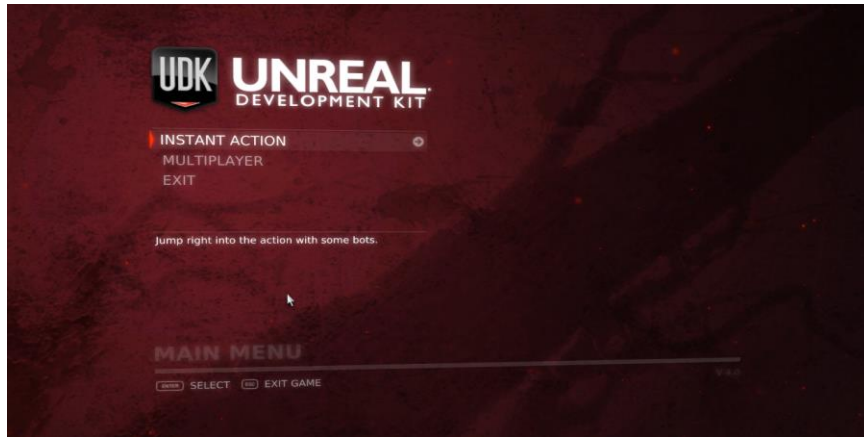
Version	Date	Who	Comment
v1.0	11/22/14	Zachary Duckett	Establishment of
V1.1	11/23/14	Zachary Duckett	Addition of screenshots

Team Name: Group 7

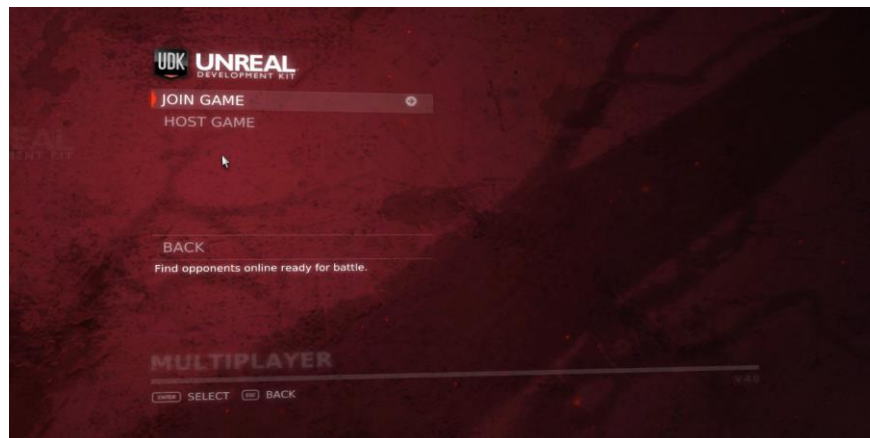
Team Members:

- Jonathan Coole
- Alexander Mena
- Michael Chisolm
- Raymond Cload
- Zachary Duckett
- Seiji Uchiyama

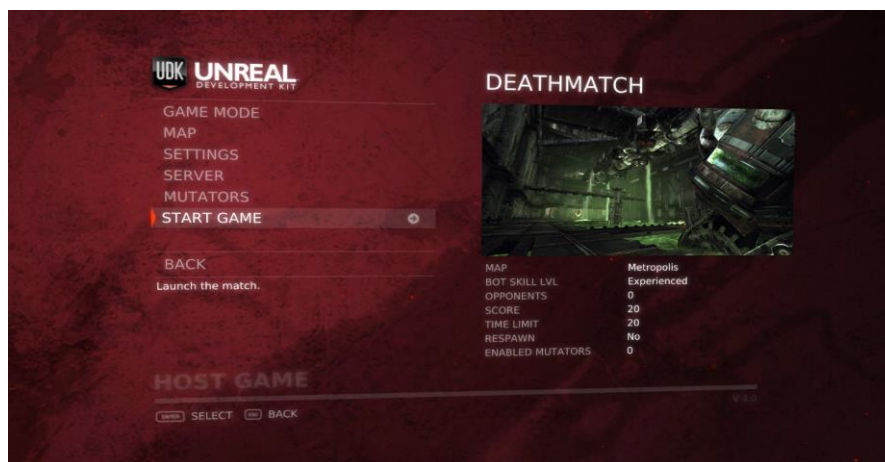
Creating or joining a game:



- Select multiplayer

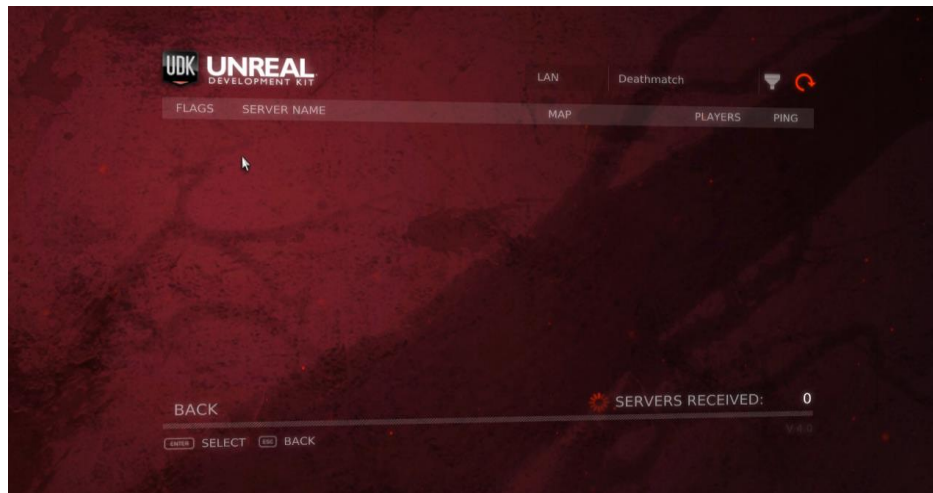


- Choose whether you are hosting a game(a game you create for others to join) or if you are joining a game(joining a previously hosted game by another player). Currently only supports deathmatch.



- If you are hosting a game, pick your game mode choices, map, settings, etc, and then choose

start game once your settings are set up.



- If you are joining a game, pick join game and look for the hosted game you wish to join and choose it and select join.

In game commands for PC:

- W-move forward
- A-move left
- S-move backward
- D-move right
- Mouse movement- aim your character
- Left click-fire weapon

In game commands for IOS:

- Left touch stick-controls which way your character moves
- Right touch stick-controls your character's aim
- Tap anywhere on screen to fire weapon

Goals and game play:

- The goal is to accumulate the best score by shooting and killing the other players.
- You do not start with a weapon, you must run around until you find a weapon and then begin your carnage.
- Picking up another weapon replaces your current weapon, be careful if you don't want to replace what you have.

Weapons:



- Fires a powerful laser beam, very high damage.



- Fires a black hole that sucks anything towards its center, deal damage to anything caught in the middle.



- Fires rapid blasts of energy that travel slow but are devastating when they hit.