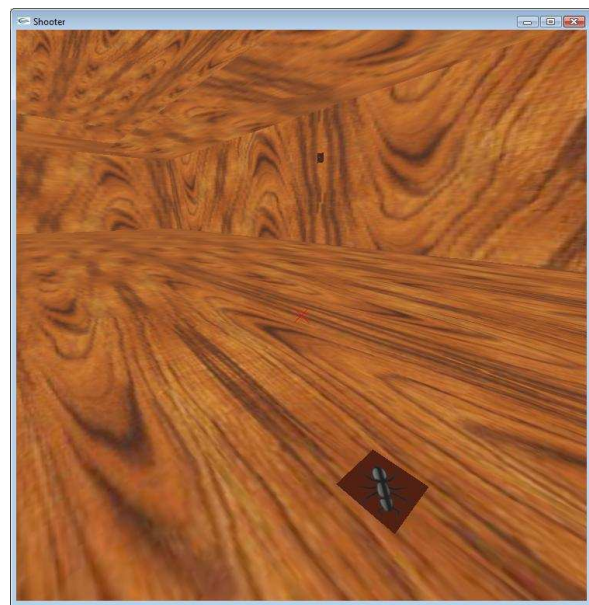
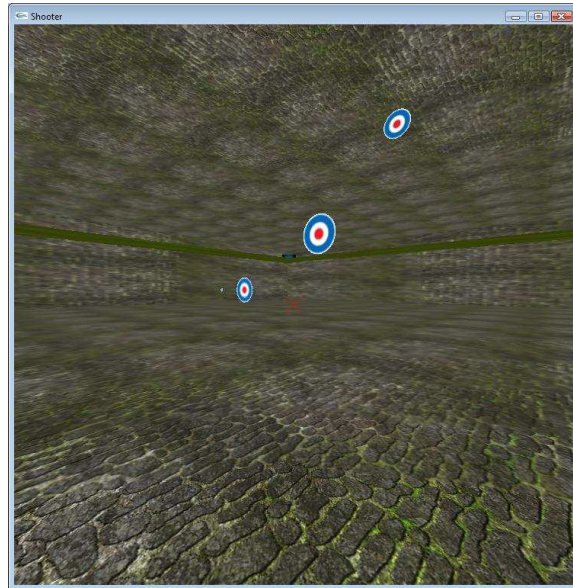


Game Manual

I) This game incorporates the mouse and the keyboard in order to search around different rooms for targets to eliminate. The first room has moving targets which must be hit in order to escape the dungeon. In the next level, one must defend one's house from termites. There are seven targets in each location and once every target has been eliminated, the doors will open.

Screen Shots:



II) The user controls the viewing camera by moving the mouse. The user can move their character by using the W, A, S, and D keys to move forward, left, back, and right respectively. Left clicking on the targets will eliminate them while right clicking will bring up a menu where the user may quit the game.

III) Fulfillment of requirements

1. The environment is three dimensional and uses colorful textures to make it feel like a real room. There are many objects including walls, ceilings, floors, doors, passageways, second levels, targets, and termites.
 2. Many of the targets in the first level move around the room in order to make the game more complex for the user.
 3. When one eliminates all of the targets and termites, they have beaten the game and are congratulated.
 4. There is a single light source and the door and passageway have material settings
 5. Every surface, other than the door and passageway, are textured, including the walls, floors, ceilings, targets, and termites.
 6. The user can choose the camera option to take a look at the room before they play.
 7. The user can use the mouse to control the camera and the keyboard to control where their character is located.
- IV) The known bug is that this game may not work on all platforms. Some users have experienced graphical glitches and faster moving speeds. Also, the automatic camera view does not work but the user is able to move freely about the room and look in any manner they wish.
- V) The tester said that the game was more fun than they expected. They liked the different textures that were chosen and were surprised at how good it looked. The controls were easy to use and hitting the targets was simple. Overall, they enjoyed the game and were excited when they reached the end.
- VI) This executable is freely distributed and can be used by anyone.