

Fellowship of the Game

Presents:

Rheo

User Manual

By: Jared Morgan

& Ben McLean

## Preface:

Rheo the game was a concept thought up by Ben McLean (in collaboration with Rob Chubb) for a gaming contest then later used as a game development class project. In the course McLean was grouped with three other students, Pedro Colen, Rayan Katib, and Jared Morgan, who all worked together to bring this game to life in a one semester time frame. A special thanks goes to Professor Wesley Kerr, who instructed the course and helped make the game what it is today.

Watch the trailer and get the game at: <https://sites.google.com/site/rheogame/>

## Table of Contents:

1. System Requirements
2. Installation
3. Menu System
4. Controls & Gameplay
5. User Interface

### 1. System Requirements:

A modern Windows computer with Java. We have tested with Java(TM) SE Runtime Environment 1.7.0\_07 on Windows 7 Home 64 bit. Additional platforms may work but are not supported.

### 2. Installation:

Unzip on your hard disk somewhere and double-click the file "Rheo.bat" to run the game.

If it doesn't work then that probably means you don't meet the system requirements, probably because you haven't installed the Java Runtime Environment or don't have it in your system path.

### 3. The Menu System:

On the menu system you will notice a small arrow on the left hand side of the text which you use to select the option you want. The player may use the arrow keys for up and down or "W,S" to move through the options.

The main menu contains a play game option, options menu, credits menu, and an exit option. Selecting the play game option will launch the game and immediately place the player in the game. Selecting the exit option will exit the game entirely.

The options menu contains one option for turning the sound on and off. It also contains a back option that when selected will take the player back to the main menu.

The credits option contains the credits and acknowledgements as well as a back option to take the player back to the main menu.

#### 4. Controls & Gameplay:

Once in the game the player can use either the arrow keys or “W,A,D” keys to play. The player can use the left and right arrow keys and “A,D” keys to move the character left and right. The player can use the up arrow key and “W” to make the character jump. Using these keys the player can traverse the level.

In the level the player will find small floating water droplets that can be collected by passing through them. After collecting so many droplets the player will be granted an extra life.

There are also sponge enemies that move around certain areas of the level and will harm the character if touched. The player must also avoid obstacles like fire and spikes that will harm the character if touched as well. The only way to kill the yellow sponge enemies is to achieve ice form and then jump on them from above.

Victory is attained by reaching a small flower at the end of each level.

#### 5. User Interface:

On the top of the screen the player can find all the information needed to play the game. In the top left corner the player can find the number of lives that he currently has. In the middle of the screen is a time limit counter that lets the player know how much time is left to complete the level. And in the top right corner is a counter to keep track of how many droplets the player has collected.

We hope you enjoy playing the game!

For any support or more information contact:

[mclean.ben@gmail.com](mailto:mclean.ben@gmail.com)