

Game Manual: Get High

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'Get High' is a competitive Jump'n'Run tile based game. The goal is to reach a certain point on the map, by modifying the map itself. As the name of the game points out, this point is placed up high.

1 Requirements

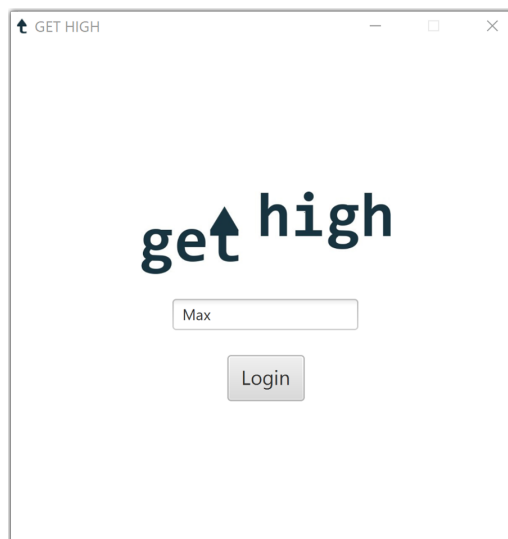
Our game Get High was developed and tested with Java Version 1.8, we therefore recommend this version to play the game in this state of development. It shouldn't matter on which operating system you are on.

2 Pre-Game

2.1 Starting the .jar

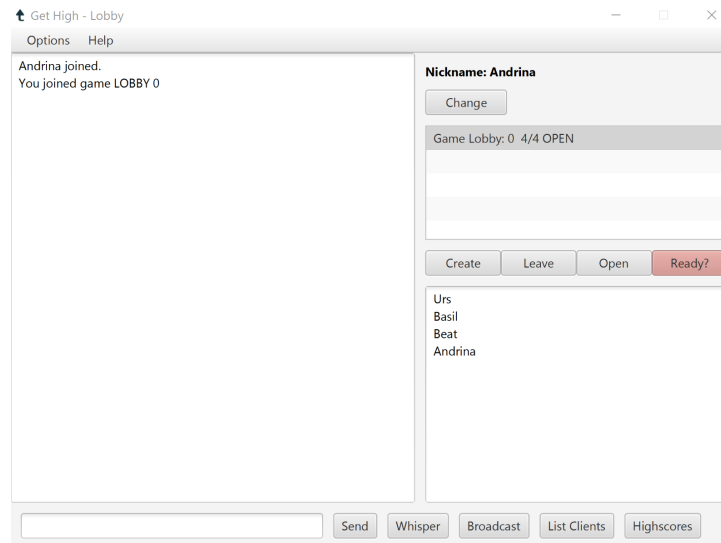
First, you have to start the server with: `java -jar gethigh.jar server [port]`. The port should be above 1024 and does contain only numbers. To start a client start the jar with: `java -jar gethigh.jar client [ip/localhost]:[port] <nickname>`. The nickname is optional when starting the client jar.

2.2 The Login Window



When starting the .jar, you will be greeted by this window. By default, the username of your system is already in the text field. If you do not want to use this nickname, you can replace it with the desired one, or leave the field empty. If the field is left empty, the you will receive the default nickname, which is 'JohnDoe'. To log in, press the button or Enter on the keyboard.

2.3 The Lobby Window



When you successfully logged in to the server, you will land in the lobby. The lobby is only a temporary place to be, since you are eager to play the game. To say Hello to other clients you can type in any message you want and press 'Send' or just Enter on your keyboard. Your message can only be read by clients who are not part of any Game Lobby like you. Therefore, create a new 'Game Lobby' by pressing 'Create' and choose the size of the lobby. Other clients will see that you created a Game Lobby and can join you by selecting the Game Lobby informations in the list on the right hand side and pressing the button 'Join'.

To leave a Game Lobby, you can press 'Leave'. If you want to get an overview of all the clients who are connected to the server, press 'List Clients'. To whisper a message to a specific client, press the 'Whisper' button and choose a client who will then receive the message which no one else can read. To achieve the opposite, press 'Broadcast' and the message will be send to all the connected clients across all game lobbies.

2.4 The Game Lobby

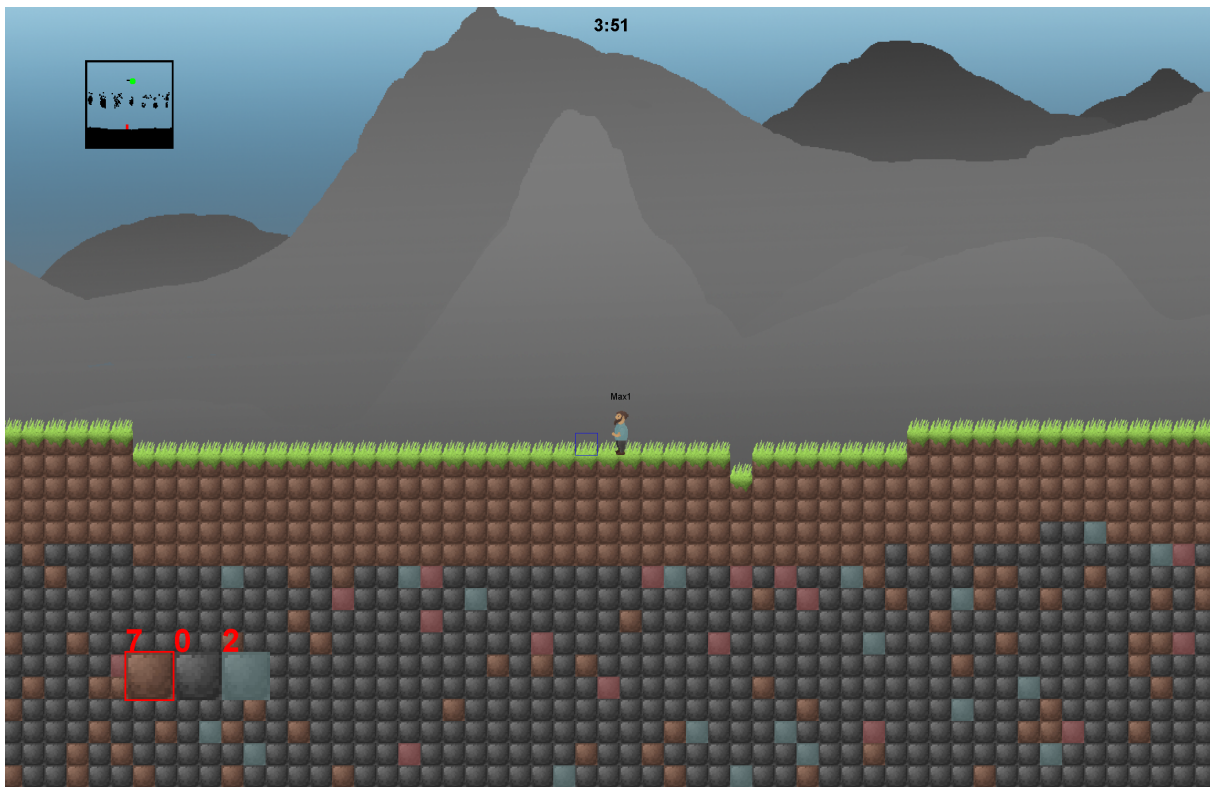
The Game Lobby is a lobby for a maximum amount of clients who will then play together a round of **Get High**. Each game lobby is in a game state which is shown next to the current/maximum amount of clients in a lobby. The state can either be 'OPEN', 'RUNNING' or 'FINISHED'. When the state is 'OPEN', the game lobby is free for everyone to join, as long as the maximum amount of clients is not reached. 'RUNNING' indicates an ongoing game in the game lobby. Joining a game lobby in this state is not possible. When the game is over, the game state is changed to 'FINISHED'.

To start a new game, the game lobby has to be re-opened first, by pressing on the 'OPEN' button. To then start the game itself, the game lobby must be full and every client has to press 'Ready'.

3 The Game

If this is your first time playing **Get High**, we recommend playing the tutorial first. You can play the tutorial by selecting 'Help - Tutorial'.

3.1 Game Interface



In the center of the screen, you will find yourself represented as a character. Since your view does not cover the full map, moving your character will also move the camera with it.

You can find the later mentioned inventory on the left hand side with the current number of each block type. A red rectangle around the block indicates which block you have currently selected.

Moving up, there is the Minimap. Your position is marked with a red rectangle, your goal, the platform with the winning point is marked with green.

In the middle at the top of your screen the game time which is left before ending the game is displayed.

To leave the game, just close the window. But be careful, if you leave the game, the game will be ended for everyone.

3.2 Player Control

You can move your player by pressing or holding **A** to move to the left and **D** to move to the right. You can jump by pressing **SPACE**.

To mine or to place a block, you can move the blue rectangle with the arrow keys in all the four directions. If the blue rectangle covers a block, press **F** to mine it. To place it, move the blue rectangle to a free block and press **F** again. To set the blue rectangle on the sides a lock lower, press or hold **SHIFT**.

To select the different blocks in your inventory, use the keys **1-3**.

If the default key bindings do not fit your needs, you can change them in the lobby window by selecting 'Options - Keybinding' in the menu bar.

3.3 Block Types

The map consists of different type of blocks, ordered in tiles. To add variety to the game visuals and to make the game more fun to play, we added several block types. Bedrock: The map is surrounded by a two block thick layer of the so called 'Bedrock'. This type of block is undestroyable and keeps the player

from falling or clipping out of the map.

Dirt: The Dirtblock is a block with a mudden graphic. It is the fastest block to remove.

Stone: This block is a lot more durable then dirt and it therefore takes a bit longer to remove. You can find stone blocks a few blocks below the surface.

Teamblocks: Probably the most interesting block. Basically, there are two types of Teamblocks in the game. Each belonging to one of the teams. The Teamblock of the opponent team can't be removed or set, as well as you will fall through it. Those blocks can be quite useful, for example when building the final stairs to the platform. For a demonstration, again, we recommend taking a sneak peak into the tutorial.

3.4 Rules

Since there is an even number of players, each of the two teams have the same amount of players. Each team has its own t-shirt color so that the team members can be visually distinguished.

A player can have a maximum amount of ten blocks of stone and dirt in its inventory. The maximum amount of Teamblocks is five. As long as there are blocks left in the players inventory, you can set them wherever you want.

3.5 Finishing A Game

A team can win the game when all team members reached the winning point at the same time. The winning point is a single block on the map which is visually represented as a flag on a stone platform. When the winning point is reached, the game will end and the game window will be closed. The highscore list will then be displayed in the chat for all the clients in the game lobby.

If both teams did not made it to the final platform in time, the game will be finished and both teams won't receive bonus points. See **Points** for more details.

If you want to start another game, just press 'Open' and then follow the same procedure as you did the first time by ready up.

3.6 Points

For every block you mine, you will receive points. The other source for points is reaching the final platform together with your team. At the end of the round, the scores of every player in a team are added together and compared with the opponent team. Reaching the winning platform will give you 75 bonus points which is equal to the points you get when mining 15 blocks.

Have fun and Get High!