# BeatingCorona

# THE GAME

## *THE MANUAL*

### THE SUBTITLE

A CS108 project by Philipp Weber, Patrick Stieger, Simon Laube, Reto Krummenacher

# BeatingCorona

Strap yourselves in and get ready to stay at home and overcome the pandemic rocking the globe!

## Starting the Game

To start the game, simply create a server in the Command Prompt using:

java -jar beating-corona-1.0.0.jar server [Port]

or join a server made by your friends.

In both cases you'll also have to start a client in a new Command Prompt using:

java -jar beating-corona-1.0.0.jar client [IP]:[Port] (optional username)

You'll be greeted by our lovely log-in screen, which takes you further to our chat and lobby windows.

These you can use to see other games and players, chose which game you want to join or, if you're the daring type, create your own game lobby and start the game yourself!
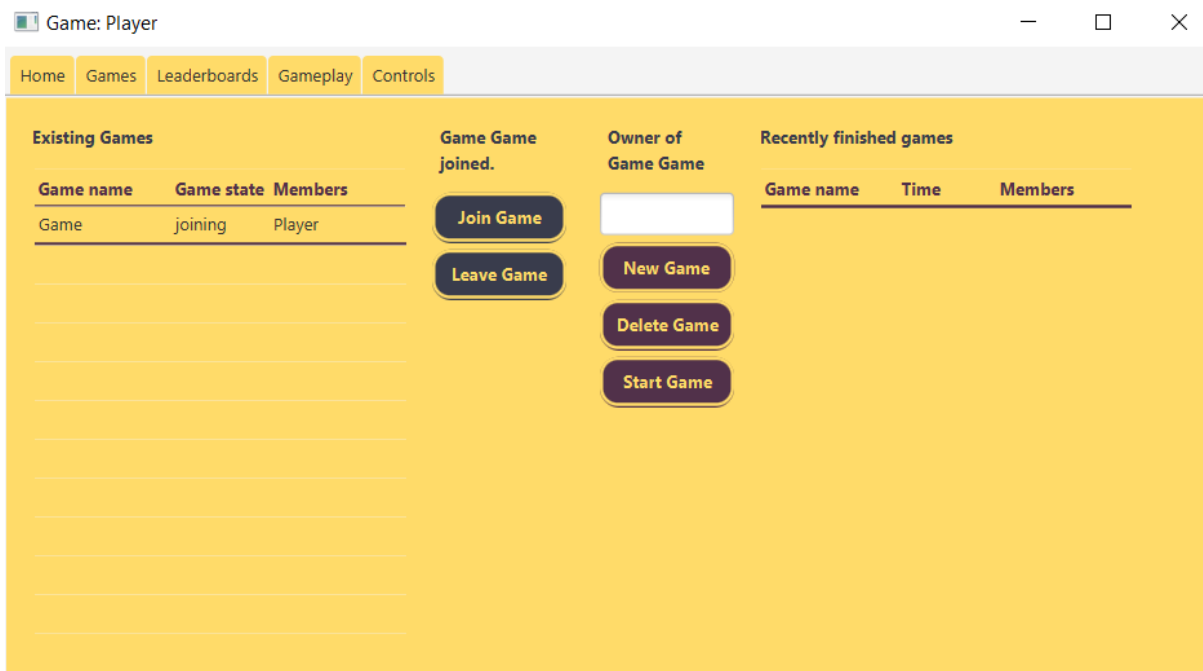


Fig 1.: Game Lobby

If you're very socially inclined, maybe you'll want to chat with other players. No worries, we thought of that and have included a chat window for all your quarantine needs and if you have that one special friend who's the only one who should read your message, simply click their name and you'll send them a direct message.
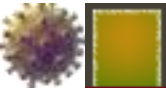
Fig 2.: Chat Window

## Oh, the sights you'll see

Now let's talk about *Visualization.*

You as a player will get the important task of taking Control of one of our little friends and helpers, the T-cell!

Coming at you in 4 Flavours:

These little fellows are your to go expert when it comes to virus-extermination.

AND ON THAT SUBJECT, our antagonists:

the virus itself in two forms:

The free-floating virus seeking to infect a healthy cell and its worst result: the stationary infected cell, serving as our Goal.

Take care! The virus can only be neutralized by jumping on top of it, anywhere else and it will throw you back to your last Checkpoint!

Which Checkpoint you ask?

Well, we were nice enough to include Checkpoints into our levels so that you do not have to replay the entire thing for one little mistake.

And they look a little bit like this:

Green means it is active, red means it has still to be passed to become your new lord and saviour.

"Heh, only one enemy-type? This is going to be easy!". Wrong. We also added Pit full of green goop, if you fall in them, it means right back with you to the
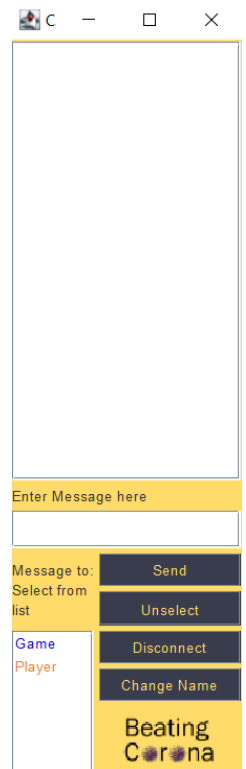
checkpoint:

And to throw just a bit more of an obstacle your way: Walls. Buttons and Walls.

That's right, more stuff to interact with to fill the void left in your heart by the quarantine.

They too come in 4 Variants with a little kicker: Only Characters with the same colour as these little hindrances can interact with them.

(Also, buttons open walls, but don't tell anybody, it's a secret.)

## How to play the Game

Beating Corona is beautiful in its simplicity.

To win the Game, you just need to manoeuvre your colourful Player Character to the shiny golden Goal!

But that's not going be too easy, we put blocks in your way!

That's right, blocks! Also, walls. And enemies. And death pits.

"But How do I get to the goal then?", I hear you think.

Well, by moving. Duh. Also, quite a bit of teamwork.

And here's how you do *that:*

## Movement

By simply pressing the left and right arrow keys you start moving Hori-snot-ally!

Now is it where it gets verti-cally-tastic! By pressing the space bar (which is the long looking noodle on your keyboard) you start soaring into the sky!

But only for a bit, since, you know, gravity.

Playing alone? You only got 2 more friends? Don't worry, even if we rely on teamwork, sometimes you are all the team you need!

That's why we made it possible to swap between the characters by a simple press of TAB, so that you're still able to finish the levels, even if you are all by yourself!

And at last a bit of a special flavour: ICE! Or more like freeze.

That's right! With a single continuous press of shift you stay exactly where you are, it doesn't matter if it's in the air or not!

Now you're probably wondering how this rendition of Ice Age 2 is going to help YOU progress.

In short: It doesn't.

In long: Your friends will be thankful for your sacrifice, since now they can jump off you to reach greater heights to make those impossible jumps manageable.

But don't Worry! By letting go of shift and you will be free to move again!

What, expected another Joke?

Alright here goes: Once upon a time PLAY OUR GAME, IF YOU DO IT MIGHT LOOK JUST A BIT LIKE THIS:



Fig 3.: A Game Screen.

DOESN'T THAT JUST BLOW YOUR SOCKS OFF?

# But how do I win?

Beating Corona isn't a game where you have to sabotage your fellow players to rise up in the rankings, no no.

Our scoring system is way more social than that.

The score you get is the amount of time your group needs to finish all of the levels.

But mind you, we aren't just counting the time. If one of you dies, they get reset to the last checkpoint and the entire group receives a six second penalty.

So, you better be careful where you and your friends jump.

"But how is this fair, if I play alone, I will never be as fast as 4 people cooperating!".

Very true my lonely friend, that's why we separated our high score list in 4 Categories, depending on how many players are present in the game. Looking a bit like this:



(Don't worry, I play alone as well. Mostly for testing, but yeah.)

## What's left to say

Now that we went over all of the gameplay specific topics, let's talk utilities.

Is our magnificent soundtrack becoming too much for you to handle? Well then, we present you with an option to turn us quieter. In the bottom left you'll find

these buttons to regulate the Volume of the game:

And if you inexplicably tire of our grand project, you can leave the game with

our exit button:

And finally, to close the server, all you have to do is to go back into the command prompt where you started the server and type in one of the following commands: "q", "quit" or "close".

# Enjoy our Game!