

The Great Escape

Manual for user

Welcome to the user manual for "The Great Escape" game. "The Great Escape" is an adventure game where your main aim is to break out of a prison. This game was inspired by The Binding of Isaac. The game is based on a top-down perspective and offers various levels with different difficulties.

Gameplay

During the game, the player will have the opportunity to collect items and use them to complete tasks to escape from the room.

The main idea is to open the closed door to the 4th room and escape through the portal in the middle of the room. The player appears in the first room where only a crafting table is placed (there, at the end, the player could fix the key for the door in the 3rd room).

From the first room, the player can move to the next 2nd room where a button, closed chest, closed door, and panel with a puzzle are placed. After successfully solving the puzzle, the door and chest with the first half of the key will open. The button in this room starts a timer for 60 seconds and opens the chest in the 4th room. During this time, the player has to find and grab the second part of the key.

Afterwards, the player has to return to the 1st room and fix the key on the crafting table, then open the door in the 3rd room and reach the portal. After completing all these steps, the game ends successfully.

Getting Started

To begin playing "The Great Escape," follow these steps:

1. Install Maven if not already installed.

```
mvn install
```

2. Go to the game directory (you have to be in package TheGreatEscape).
3. Run the following command to start the game:

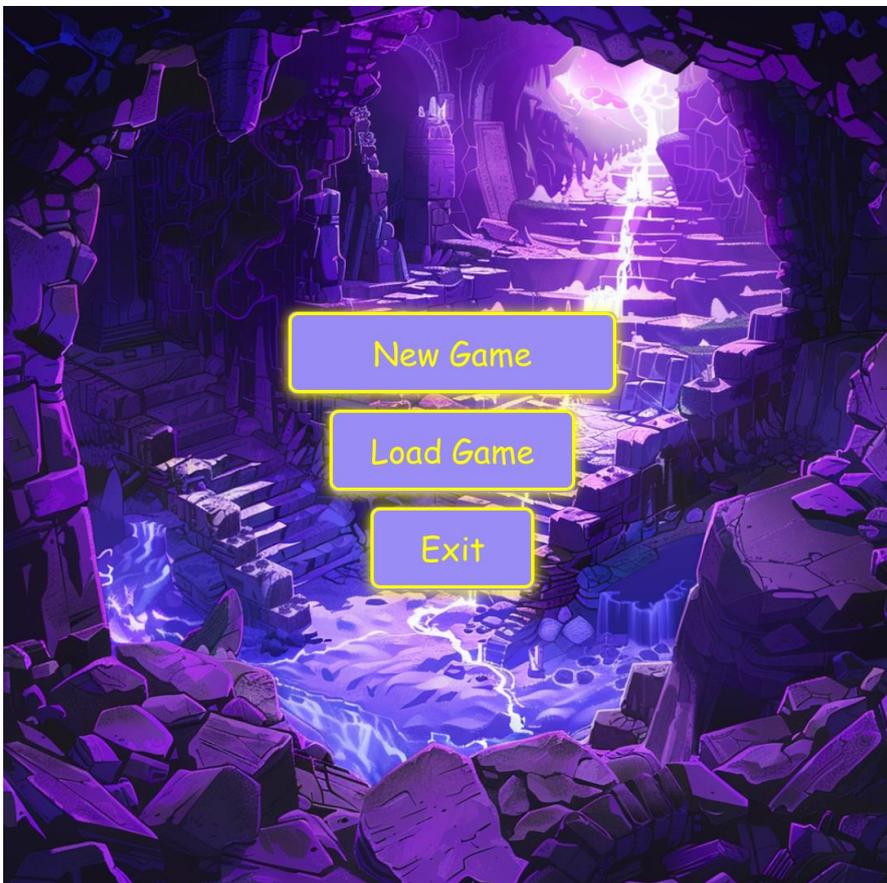
```
mvn exec:java -Dexec.mainClass="org.game.thegreatescape.view.Game"
```

Use `-Dexec.args="--disable-logging"` to play without logging and nothing to play with.

Main Menu

After launching the game, you'll encounter the main menu, offering the following options:

- New Game: Start a new game.
- Load Game: Load a previously saved game.
- Exit: Quit the game.



Character Controls

Once in a game, you can control character by pressing keyboard:

- Key "D": Move right.
- Key "W": Move up.
- Key "A": Move left.
- Key "S": Move down.
- Key "F": Press and collect items.

Game Elements

Items:

- Character 
- Crafting table 
- Button 
- Open door 
- Close door 
- Panel 
- Open chest with half of the key 
- Open empty chest 
- Closed chest 
- Portal 

Rooms:

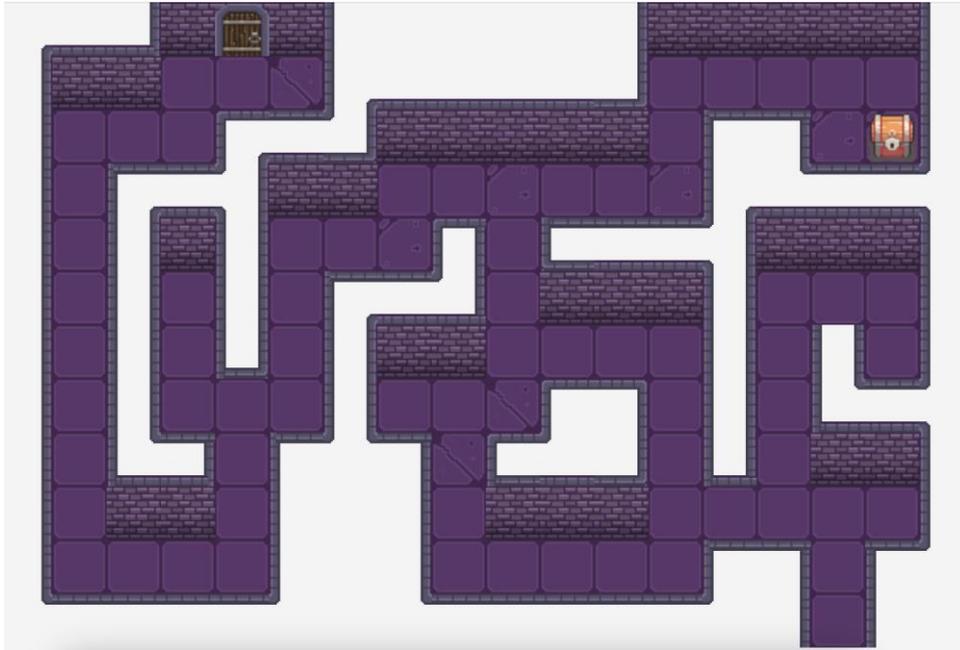
- **First Room:** Contains a crafting table where the player can combine items to create tools. The player initially starts here.



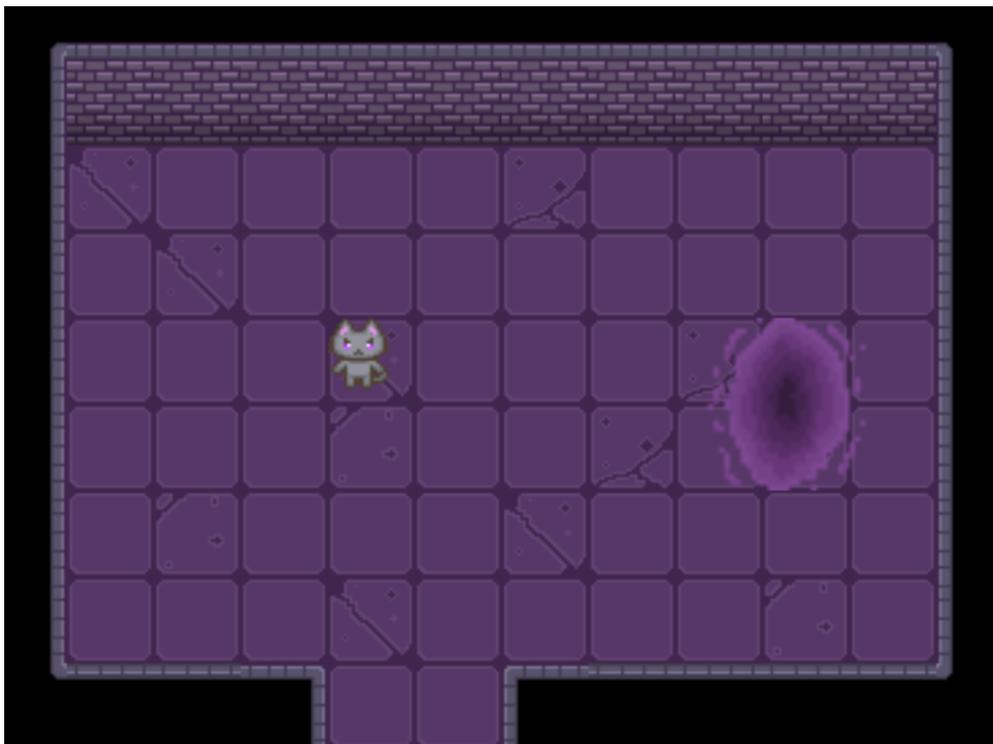
- **Second Room:** Has a button, a closed chest, a closed door, and a puzzle panel. Solving the puzzle opens the door and chest.



- **Third Room:** Contains a locked door that requires a key to unlock and a second chest.



- **Fourth Room:** The final destination with the portal to escape.



Saving game

In "The Great Escape," players can enjoy automatic game saving. Here's how it works:

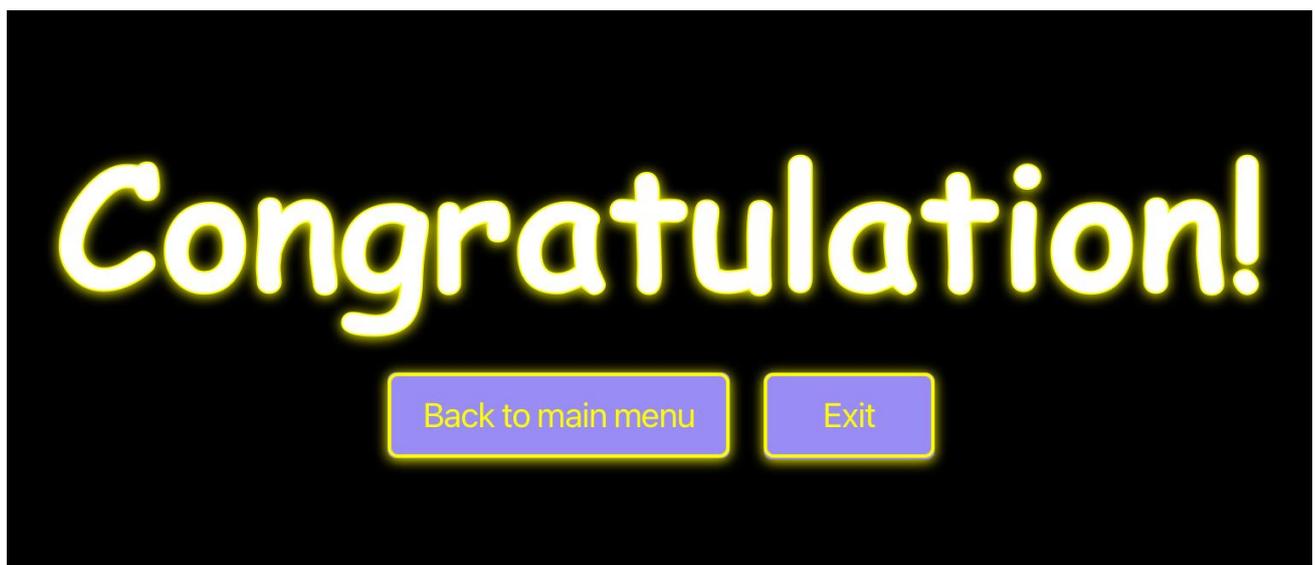
When a player attempts to close the game window, the game first shows a confirmation window asking him to confirm his decision.



If the player selects 'No,' he returns to the game. If the player confirms 'Yes,' the game automatically initiates the saving process and returns the player to the main menu.

End of the Game

When the character touches the portal in the fourth room, a congratulatory message will appear, giving the player the option to either close the game or return to the main menu.



Level Editor

The game provides players with the opportunity to create new levels.

Getting started

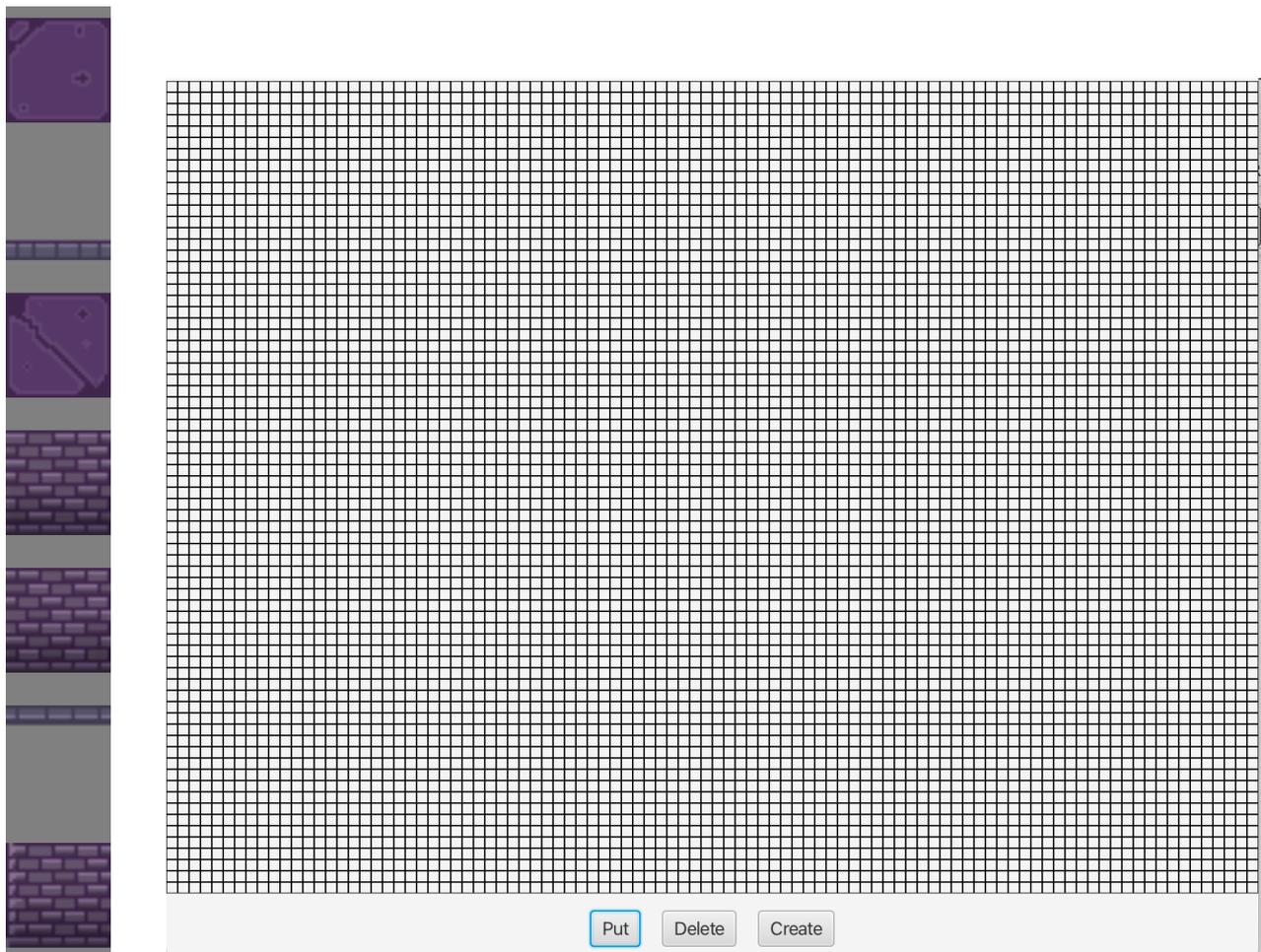
To begin creating new levels follow these steps:

1. Go to the game directory (you have to be in package TheGreatEscape).
2. Run the following command to start the editor:

```
Dexec.mainClass="org.game.thegreatescape.levelEditor.LevelEditor"
```

After starting, two windows will appear:

- The aside item stage displays a collection of image items that are used for level editing.
- The canvas stage is where the player designs his game level.



How it works

Placing Objects

- Click the "Put" button to select an action, after object from the aside item stage, then click on the canvas to place the selected object.

Deleting Objects

- Click the "Delete" button to activate object deletion mode, then click on the item you want to delete.

Saving Level Data

- Click the "Create" button to save the level data.

Additional Information

- Grid Lines: Grid lines are displayed on the canvas to help you align objects.
- Object Size: The size of each object is predefined to maintain consistency.

Object Oriented Design

