

ZJetpack

User Guide



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1. Plot

Many years after the Earth's collapse, the last human being, known, alive is followed by a mysterious civilization. They are trying to capture them in order to experiment and figured out why life on earth has come to an end. With the mission of surviving and discovering new survivors, YOU are accountable of make decisions where the life of the character will depend. Good luck, you will need it.

2. Controls



The game's movements are more than intuitive, if you want to stay in the air you can benefit from the jetpack you have on your back, so if you keep the **W key** you are going to float until. And do not worry, your jetpack is infinite, you do not have to think if the fuel will end.

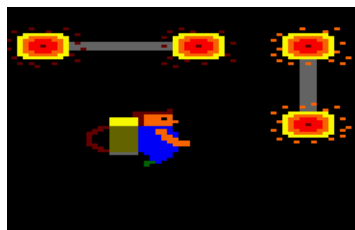
We recommend you be really prepared for different situations that will challenge your capacity to adapt and surpass difficulties.

3. Enemies

Another important aspect of the game is the enemies we are going to face in order to pass levels, and how they are going to act, but this is something you have to test when you are playing.

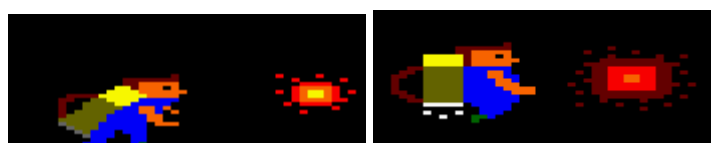
a. Fireballs sticks

One enemy used to make mazes in the game was the fireballs stick, which used to create walls and paths that the player would need to go through to win one level.



b. Fireballs

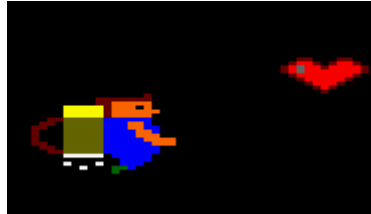
In addition to the fireballs stick, we can face other fireballs which can follow us until they disappear or can follow patterns, but again, this is something you are going to face when you play the game.



4. Power-ups

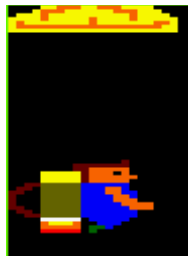
a) Heart

Something compelling for the game and the player's experience is the different power-ups we can find in the game. One of them is one extra life, used to make the game more effortless.



b) Invulnerability

When you have lost a life, the character will have invulnerability for a short period of time, around 5 seconds. This will help you pass different levels, and dodge hard enemies when you face a difficult situation in the game.



5. Game Workflow

Once you start playing ZJetpack are going to notice that different messages appear between levels in order to warn the player that he has passed one level, after that, a new

level will generate before you and you are responsible of reach the end of the game and safe our player.



If the difficulty of the game gets so much harder for you don't worry, is normal that a new game put you in an uncomfortable situation, but the only way to overcome this is to still play until you mastered it. However, we have thought in you, and after one level is reached you have the opportunity to reload just before that level. As we can see in the image below, you can press **1** to try again the level, as well as reload the game completely in order to enjoy the game from the beginning.



Finally when you reach the end of the game are capable of getting away from the moon and coming back home. Furthermore, you have the possibility to play the game from the beginning if you want.



6. Reference to Larcena's Legacy

When the player is hit by an obstacle/enemy, he/she will have a few seconds of invulnerability. To indicate this state, a mason's helmet will appear in the top left corner of the screen.



This helmet refers to the helmet worn by Promotor in Larcena's Legacy.

