



User Manual for:

Dungeon Revival

The Ultimate 3D Maze

Game Title: Dungeon Revival

Company name: Mikonos

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Game Characters

Overview

The character designs are kept simple and interesting to appeal to casual gamers. We try not to add realistic details because we want to keep our game as fantasy-like as possible.

Enemies

The Patrols are a harmless looking bunch of guards that is almost immune to any physical attacks. The player can only defeat them by collecting special gems scattered around the maps.

User Interface

Overview

We want to ensure that the player has ease of control over the game so we carefully planned the layout of the menu, the status panel, mini map, as well as allowing players to customize the controls.

Menu

In the Main Menu screen, we have the:

'Start'; (First run) Allows the player to start a new game.

(Subsequent runs) Allows the player to resume a game.

'Load'; Allows the player to load a previous saved game. To save, press ctrl+s while IN-GAME.

'Instructions'; Displays most information about the game. Default controls, game procedure and monsters shown.

'Settings'; Allows the user to customize controls, in-game mouse sensitivity and game volume.

'Credits'; Da ppl behind the game.

'Quit' Exit the game.

Status Panel

Blue arrow : Player
White lines : Outline of maze
Red arrow : Monster
(With Gem)
Yellow Dot : Coin location
(Finished collecting coins)
Green Dot : Exit

Time Limit before game over

Purple object: Time limit before gem effect ends
Yellow Object: Coin collected / Coins in-level



Hit points left, five is max

