# M.U.W.A


**M**ULTIDIMENSIONAL

**U**NRESTRICTED

**W**ORLD

**A**CCESS


# USER MANUAL

# User Manual - M.U.W.A

# 1  Install the game

After downloading the game, unzip the package onto your computer. To make a desktop shortcut, right click the executable and select "Create Shortcut" and move the shortcut onto your desktop.

## 2 Launch the game
### a) Launcher
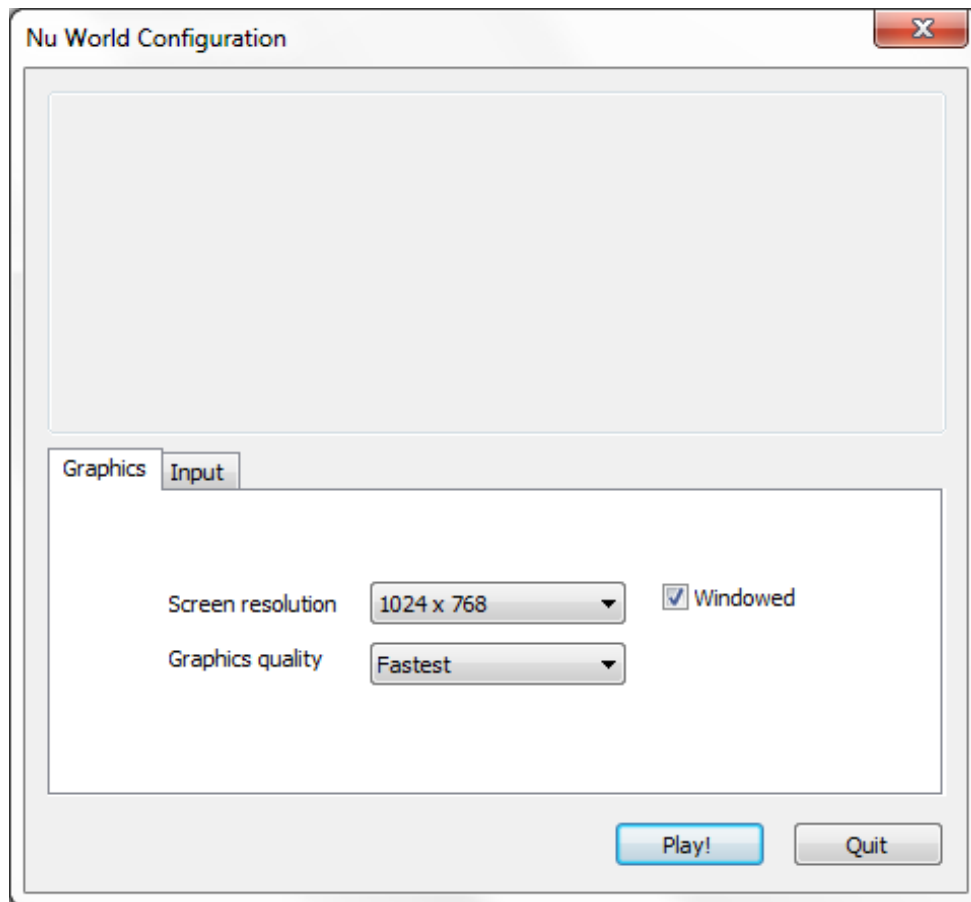


**Graphics Tab:**
   **Screen Resolution:** Set the screen resolution for the game.
   **Graphics Quality:** Set the graphics quality for the game.
   **Windowed checkbox:** If checked the game will be launched in windowed mode.
**Input Tab:**
   This tab initialize input controls for the game. If you want to change the default inputs double-click on one input and change it.
**Play! Button:** Launch the game.
**Quit Button:** Quit the launcher.

**New game:** Click this button to start a new game.

**Tutorial:** Click this button to launch the tutorial and learn how to play.

**Credits:** Click this button to read the credits

**Quit:** Click this button to quit the game

c) The adventure begins

When you click **Tutorial** or **New Game**, the adventure will begin. Refer to the tutorial and the control section in this manual to

learn how to play. When you create a new game a new adventure will begin. Have fun!

## 3   Controls and interface

### a)   User Interface



**1:** This box shows your **current position coordinates**, X, Y and Z are the common 3 spacial dimensions and W stands for the fourth dimension coordinate.

**2:** This shows the **game cross**; the cross indicated the center of the interface.

**3:** This is the **tips and indication box**. You can navigate through it with **pageUp** and **pageDown**

**4:** This box contains the **Frame per Second** the game is running right now. If this number drops too low you should maybe lower the graphics quality.

b) Moving in the first 3 dimensions

**W:** Move forward.
**A:** Move left.
**S:** Move down.
**D:** Move left.

c) Moving in the 4<sup>th</sup> dimension.

**E:** Move "up" in the 4<sup>th</sup> dimension.
**Q:** Move "down" in the 4<sup>th</sup> dimension.

d) Jumping

**Space:** Jump!

e) Looking around

**Move the mouse:** the direction you move the mouse will change the direction you look in the game.

f) Go through tips and indications.

**Page Up or Up Arrow:** Show next tip/indication.
**Page Down or Down Arrow:** Show previous tip/indication.

g) Interact with objects

**Push:** Walk toward an object to push it
**Go through:** You can only interact with objects that are in the same phase as you are. You can go through objects that are in

a different 4$^{th}$ dimension phase.

h) Game Menu

**Escape:** Press Esc to open a menu where you can choose to RESUME the game, go to MAIN MENU, or QUIT the game.

# 4 Credits

**Project Lead:** Ryan Culp
**Programming Lead:** Ryan "Tezra" Culp
**Development Lead:** Sean Cameron
**Gofer Lead:** Romain Briot
**Music by** Phyrnna "HalcyonicFalconX"