PROJECT GUIDELINES:

Name of Game: Sapeh

Team Members:
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How to Play game:
- Objective:
    - Classic: To be the first one to reach the finish line
    - Endless: To travel the furthest distance without dying
- Player must press the right button or "D" button on the keyboard to move forward
- Player must press the up button or "W" button on the keyboard to jump and avoid obstacles
- Player must press the TAB button to pause the game
- Player must collect bells (serves as coins) to purchase boosters available in the shop menu.
- Boosters:
    - Tea: Increases player speed for 5 seconds
    - Sate:
    - Bakso: It gives the players a superzoom for 10 seconds disregarding all the obstacles in front of them.
    - Life Saver: Adds lives by 1 when the total live count is less than 3.
- Player has 3 lives in total. Whenever they hit an obstacle, their lives will decrease by 1.
    - If total lives = 0, player still has one last chance in succeeding
    - If they fail, game over will be invoked
- Scoring:
    - Classic mode: Scoring is based on whether the player is able to reach the finish line without dying and with the given amount of lives they have.
    - Endless mode: Scoring is based on the distance the player is able to travel.

Game Scenes:

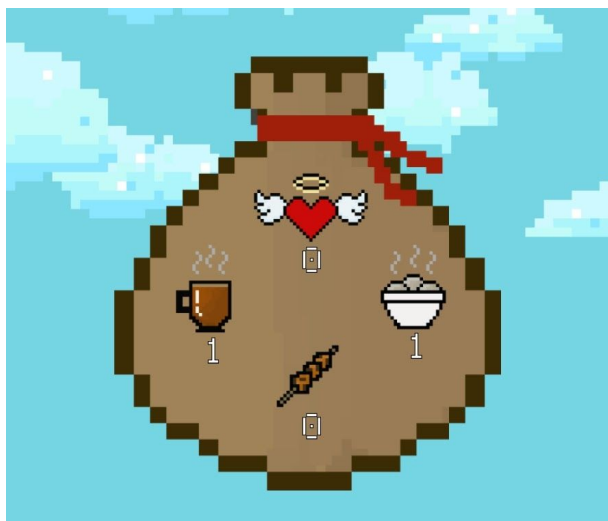- Title Page:

- During the Game:
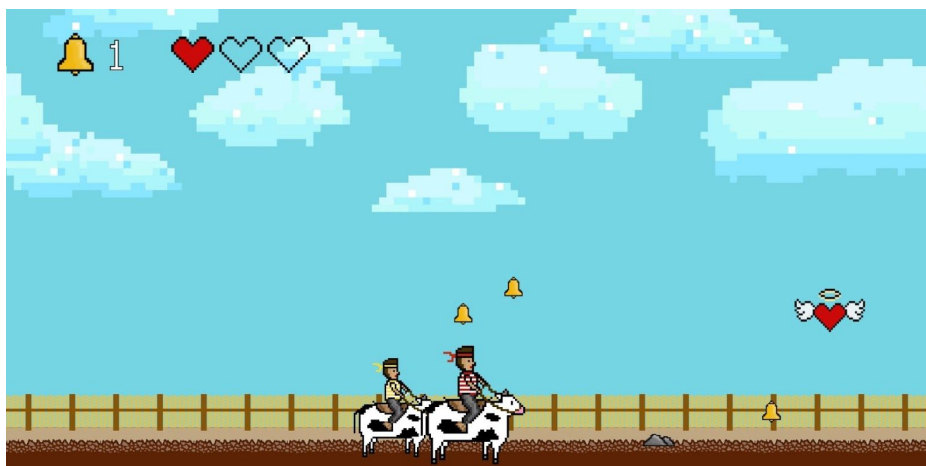
- Game Over:

- Winning:

- Shop Menu:

- Inventory:

Player Controls:
- On Mouse Click:
    - Start Button: To start the game
    - About Button: Leads to about page
    - Continue Button: Continues the game from when the player last left
    - Restart Button: Restarts the game and resets scoring
    - Question Button: To access the help page
    - Gear Button: To go to settings/options
        - Music: To toggle the background music playing the background
        - Volume: To toggle the sound effects in the game
    - Shopping Cart: Reveals the Shop Menu
        - Buy Button: To purchase any of the booster items
    - Chest: To open the Inventory Menu and displays items owned
    - Door / Exit Button: To exit the game

- Keyboard
    - "UP" Arrow Key or "W" Key = To jump over obstacles and collect items
    - "LEFT" Arrow Key or "D" Key = To move forward
    - "Tab" Arrow Key = To pause and resume the game while playing

Contributions:
- Rachel:
    - Contributed mostly to the use of the Construct 2 engine aspect while aiding the design process of the project.

- Callista:
    - Contributed mostly to the creation of the sprites, etc, and the overall design while aiding the coding and animation mechanism of the game.

Detailed Contribution can be found through a separate contribution post found on each of our blogs

Created:
- Player Sprite
- Other Object Sprites (Foods, Heart/Lives, Bells)
- Backdrop
- Ground
- Finish line
- Buttons
- Pop Up Windows
- Labels / Texts

Did not Create:
- Sound Effects
  - Intro:https://www.youtube.com/watch?v=mGVJ5AxnAXA
  - Game Over:https://www.soundsnap.com/tags/game_over_0?
  - Winning:https://www.pond5.com/search?kw=winning&media=sfx
  - Life Saver:https://www.freesoundslibrary.com/positive-tone-sound-effect/
  - Tripping:https://www.pond5.com/search?kw=trip&media=sfx
  - Bell:https://www.zapsplat.com/?s=cowbell&post_type=music&sound-effect-category-id=

- Font Style
  - Code Crux Font Book