

Transient User Manual Version 1

For Windows and Mac OS

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Welcome to Transient

Transient is an orthogonal two-dimensional platformer game. The purpose of this program is to give the user an enjoyable, skill-based gaming experience. Players are able to move, jump, shoot arrows, attack with a sword, glide, and “flash-step” (dash). With various enemies scattered throughout the levels, gems and health-packs ready to be picked-up to either increase the player’s score health, the player must use all of their skills to reach the end portal before the time runs-out.

Continue reading for more information on *Transient*.



Installation

System Requirements

- 64-bit machine with Java SE version 10 or later.
- 60MB of free disk space.
- 4GB of RAM.
- Internet connection (for downloading the latest release of *Transient*)

How to Install

To install *Transient*, follow the following simple step-by-step process:

1. Retrieve the zipped folder containing *Transient*.
2. Unzip, or Extract all of the contents to another folder.
3. Read the README.txt for additional information if desired.
4. Double-click the .jar executable.
5. Wait for it to load (approximately 10 seconds), and play!

****Note:** the .jar must stay in its location in order for *Transient* to function properly. If you would like to run the game from another location, such as your desktop, you must create a shortcut to the .jar, rather than actually moving it. ******

1. Right-Click on the .jar and hold.
2. Drag to desired location.
3. Click "Create Shortcut."
4. Use the shortcut just as you would with the actual .jar and enjoy!

Reference Manual

Launching the Game

When *Transient* is installed onto the target machine, double-click the file named “TRANSIENT-xxxx.jar” to launch the game. Upon a successful launch, you will be greeted with a splash screen with the title “Transient” in a decorated font. (Refer to the image to the right)

Should the launch be unsuccessful, a message dialog will appear indicating the error. The text contained in the dialog will differ, depending on what error was encountered during startup. Once you have acknowledged the error, click “OK” and the game will quit. The error dialog will look somewhat as seen to the right. Most issues can be resolved by simply reinstalling the latest stable release of *Transient*.

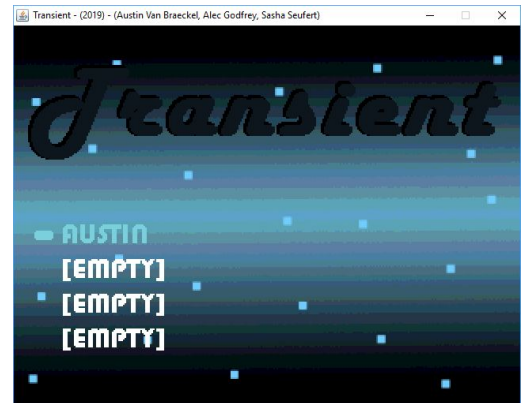


Diagram 2.1.2

****Note:** Initially loading the game takes approximately 10 seconds or more**

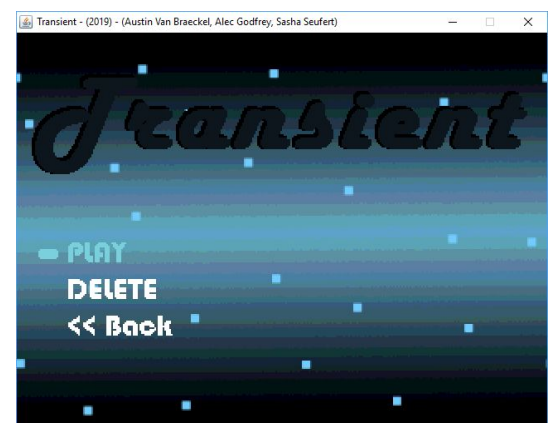
Creating and Managing Game Saves

When *Transient* is successfully launched, a screen with four rows of text will appear (top of page). This screen is referred to as the **save selection screen**, and is used to manage up to four instances of the game, called saves. **Saves** are used to save your progress in the game, such as your high-score on each level. *Transient* supports up to four saves. A row that contains the text “[EMPTY]” indicates a slot that has not been assigned a save. Otherwise, the name of the save will appear. Game progress is saved automatically.

To navigate *Transient*, use the up and down arrow keys to change your selection. To confirm a selection, press the “enter” key. When an option to “go back” is shown in the top right corner, use the backspace key to return to the previous screen.

A new user can be created by selecting an empty slot, and pressing the enter key. A prompt will appear, asking for a name for the new save. When the name is entered, click “OK”. In the main window, you will have a number of actions you may perform to the save you created (to the right). On the “save manager” screen:

- **PLAY:** Redirect you to the main menu of the game, with the current save selected.



- **DELETE:** Free the current save slot by deleting the current save. (Warning: you cannot recover saves once deleted).
- **<< Back:** Return to the “save select” screen.

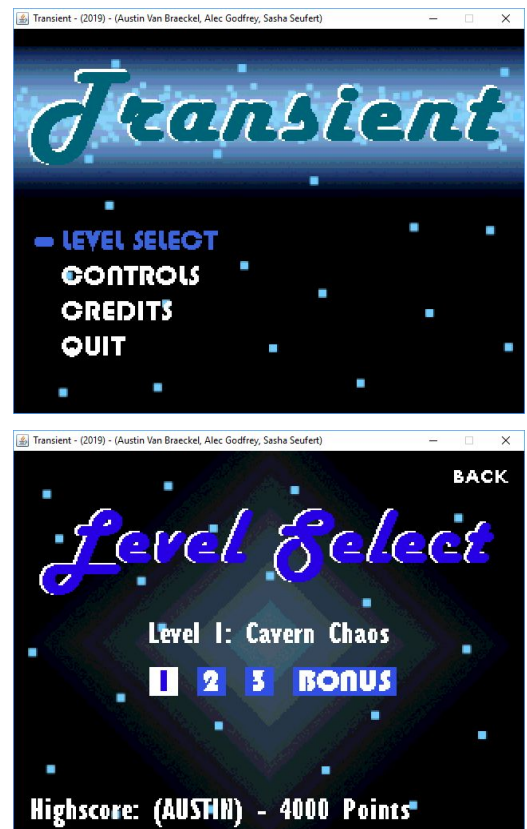
To play *Transient*, select a user of your choice and select PLAY on the “save manager” screen.

Main Menu & Level Select

Once a save has been chosen and the user selects PLAY, the main game menu will appear (to the right), with four actions:

- **LEVEL SELECT:** Redirects the user to the level-select screen (Refer to the paragraph below)
- **CONTROLS:** A help screen which indicates the action that each key performs.
- **CREDITS:** Presents the developers of the *Transient* project.
- **QUIT:** Closes the application, saving game progress automatically.

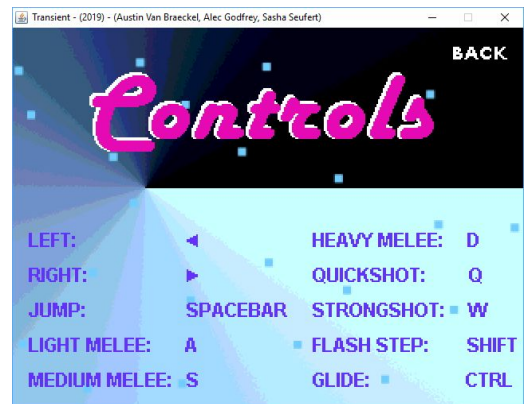
To select a level, select LEVEL SELECT on the main menu, and hit the “enter” key. A new screen will appear, containing various levels of the game that can be played (to the right). To navigate the level-select screen, use the left-right arrow keys, and use the “enter” key to confirm your selection. In addition, this screen contains the name of the current save, as well as the score for the level selected.



Gameplay

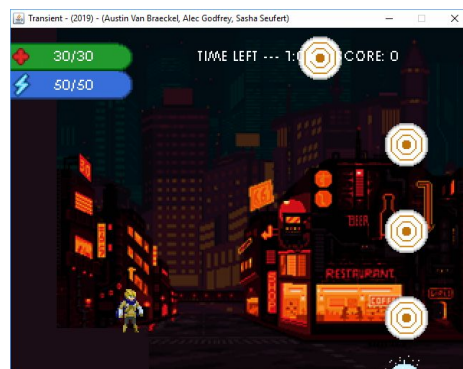
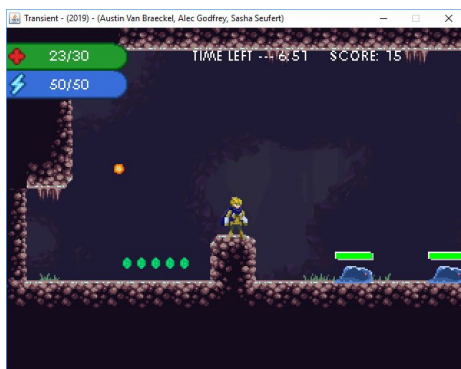
In *Transient*, there are two ways of shooting arrows, with one being called a “Strong Shot,” which takes longer to release the arrow, but has greater damage than the other option; a “Quick Shot” that can only be executed while midair. Similarly, the sword attacks; light, medium, and heavy, increase in the time it takes to execute as they increase in damage. Using all of these combat features effectively will lead to success in *Transient*. In addition, the flash-step has special functionality other than increasing movement speed for a short duration: the player is invulnerable during the dash. Also, when the flash-step is used with concise timing, and is followed by gliding, the player is able to reach otherwise impossible areas.

There are three different levels, each consisting of classic platforming, various enemies, and pick-ups. Level one has many secret areas where the player can find extra gems to increase their score if they come-across a secret passage. On the other hand, level two focuses mostly on combat, and level three is only able to be completed by the most skilled of players, as advanced movement techniques are required to reach the end portal. However, the Bonus Level is a different case, where there are no enemies, and only falling targets which the player can hit with arrows in order to increase their score; they are not given a portal to finish the level until all targets have fallen or been hit.



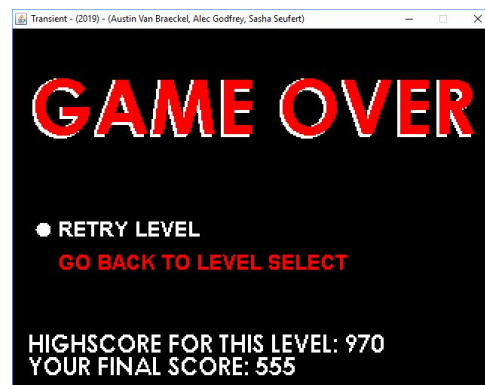
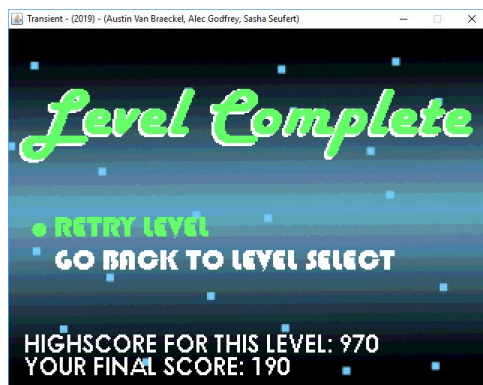
****The “Controls” Screen in-game shows the keys that activate each feature.****

****Note: All user-input in *Transient* is through the keyboard, and not the mouse****



Finishing a Level

While playing a level, the player will run out of time or will enter the end portal, as they are the only two ways to finish the level. Players are unable to “Pause” the game, as it adds an element of challenge that was decided to be a unique part of *Transient*. Nonetheless, when the level finishes, the user can choose to either play the level again, or return to the Level-Selection Screen.



Tutorials

Step One:

Upon launching the game, navigate the menus using the arrow keys and the 'Enter' key. Create a new save and select 'Play'. The program will take you to the main menu, where you are presented with more options.

Step Two:

In the main menu, you can select a level, view the controls, view the game credits, or close the program. To select a level, use the 'Enter' key to select 'Level Select'. To view the controls, select 'Controls'. To view the credits, select 'Credits'. To exit the program, select 'Quit'.

Step Three:

Once viewing the 'Level Select' screen, the game's four levels will be displayed. The game will display the name of the level selected, and your high score for that level. To launch a level, press 'Enter'.

Step Four:

Congratulations, you have entered the game! Traverse the map while attacking enemies, gathering gems, and trying not to die, all before the time runs out! To achieve the highest score, you must complete the level in the least time with the least damage possible, while collecting the most gems and killing the most enemies you can. If you are killed, you must press 'Enter' to respawn. If you run out of time, the game is over! To complete the level, reach the portal and press 'Enter' within range to be transported back to the menus.

Step Five:

After completing the level, the game will give you the option to return to the 'Level Select' screen, or restart the level you are on. Beneath, your score for this attempt will be displayed, along with your high score on the current level.

Gameplay Tips:

The goal of the game is to maximize points on level completion. One major method of accumulating points is by gathering gems. Try to find hidden locations to gather massive amounts of gems. Another large factor in your score is the time taken to complete the level. To reduce this time, try to find hidden shortcuts, or use special advanced movement techniques, to skip sections of the level.

Have fun playing *Transient*!