

User Manual – Neon Strikers

1. Introduction

Neon Strikers is a 2D arcade-style local multiplayer game where two players compete to score goals using physics-based movement and interactions.

The game features neon-themed visuals, multiple arenas, and a results system that determines the overall winner.

2. Game Objective

The objective of the game is to:

- Score goals against the opposing player
 - Win matches across multiple arenas
 - Achieve the highest score by the end of all rounds
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3. Controls

Player 1 (Blue Player)

- Move Left: **A**
 - Move Right: **D**
 - Move Up: **W**
 - Move Down: **S**
 - Jump / Pulse: **Space**
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Player 2 (Red Player)

- Move Left: **Left Arrow**
 - Move Right: **Right Arrow**
 - Move Up: **Up Arrow**
 - Move Down: **Down Arrow**
 - Jump / Pulse: **Enter**
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4. Gameplay Mechanics

Movement

- Players can move in all directions using their assigned keys
 - Movement is smooth and physics-based
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Jump / Pulse Mechanic

- Pressing the action key launches the player upward
 - A directional force is applied based on movement input
 - This mechanic is used for mobility and ball interaction
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Ball Interaction

- Players can push or strike the ball using the pulse mechanic
 - The ball reacts using physics, including momentum and direction
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Soft Possession

- When close to the ball, players can influence its movement slightly
 - This allows better control during gameplay
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Goal System

- When the ball enters a goal zone, a point is awarded
 - A sound effect plays and the background music lowers temporarily
 - The game continues until the round ends
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5. Game Flow

The game progresses through the following sequence:

1. **Main Menu**
 - Start the game or exit
2. **Arena_01**
 - First round
3. **Arena_02**

- Second round
 - 4. **Arena_03**
 - Final round
 - 5. **Results Screen**
 - Displays winner and final score
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6. Results Screen

- The background changes depending on the winner
- The losing player is visually defeated
- A ghost animation appears above the losing side
- Final score is displayed

Players can:

- Play again
 - Return to the main menu
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7. Audio Features

- Background music plays throughout the game
 - Goal sound effects play when scoring
 - Button click sounds provide UI feedback
 - Music volume lowers temporarily when a goal is scored
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8. User Interface

Main Menu

- Play Button: Starts the game
 - Quit Button: Exits the application
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In-Game UI

- Displays player scores (hearts system)
 - Shows match progression
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Results UI

- Displays final outcome
 - Shows winner visually
 - Provides navigation options
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9. Tips for Playing

- Use directional input when jumping for better control
 - Time your jumps to hit the ball effectively
 - Stay close to the ball to maintain control
 - Anticipate the ball's physics-based movement
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10. Limitations

- The game supports only local multiplayer
 - No AI opponent is available
 - Limited number of arenas
 - Basic sound system implementation
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11. Future Improvements

- Online multiplayer support
 - Additional arenas
 - Enhanced visual effects
 - Expanded sound design
 - Improved UI animations
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12. Conclusion

Neon Strikers provides a fast-paced, competitive arcade experience focused on simple controls and engaging physics-based gameplay.