

Appendix F: Game User Manual

This manual explains how to launch and use the Lost Boy Scout Adventure / Scout vs Wolf: Intelligent Agent Survival Game. It supports the final artefact submission by guiding assessors and users through the main menu, game modes, HUD indicators, manual controls, AI play mode, win/lose conditions, debug options, and cheat-code features used for testing and demonstration.

The user manual includes guidance on:

- System requirements for running the Unity build
- Main menu navigation
- Level selection
- Options and difficulty settings
- Manual play controls
- AI play mode
- HUD indicators such as hunger, water, energy, weather, and rescue timer
- Game mechanics, including food, water, shelter, predators, weather, and night effects
- Win conditions through helicopter rescue or exit discovery
- Debug mode and cheat-code support for testing
- Important notes for running and demonstrating the game

This appendix is included to show that the game artefact can be launched, understood, tested, and demonstrated by an assessor without needing additional explanation from the development team.

Purpose: User guidance, gameplay explanation, testing support, and demonstration evidence

Related evidence: Screenshots of the main menu, HUD, gameplay states, AI mode, rescue flow, and cheat-code help screen are included in the user manual.

USER MANUAL: LOST BOY SCOUT ADVENTURE

Supporting Document for Scout vs Wolf: Intelligent Agent Survival Game

1. Introduction

Lost Boy Scout Adventure is a 2D adventure survival game. You play as a young Boy Scout who has lost his way in a dense, dangerous forest. To survive, you must manage your basic needs, avoid deadly predators, and find a way to escape before it is too late.



Figure 21: Game Background

2.0 System Requirements

To ensure a smooth and optimal gameplay experience, your system should meet the following minimum requirements.

- Operating System: Windows 10 / Windows 11 (64-bit)
- Processor: Intel Core i3 or equivalent AMD processor
- Memory (RAM): 4 GB RAM minimum
- Graphics: Standard integrated graphics or dedicated GPU
- Storage: Minimum 500 MB of available space
- Controls: Standard Keyboard and Mouse

3.0 Getting Started: The Main Menu

When you launch the game, you will be greeted by the Main Menu. This menu acts as your primary navigation hub to configure your game session.

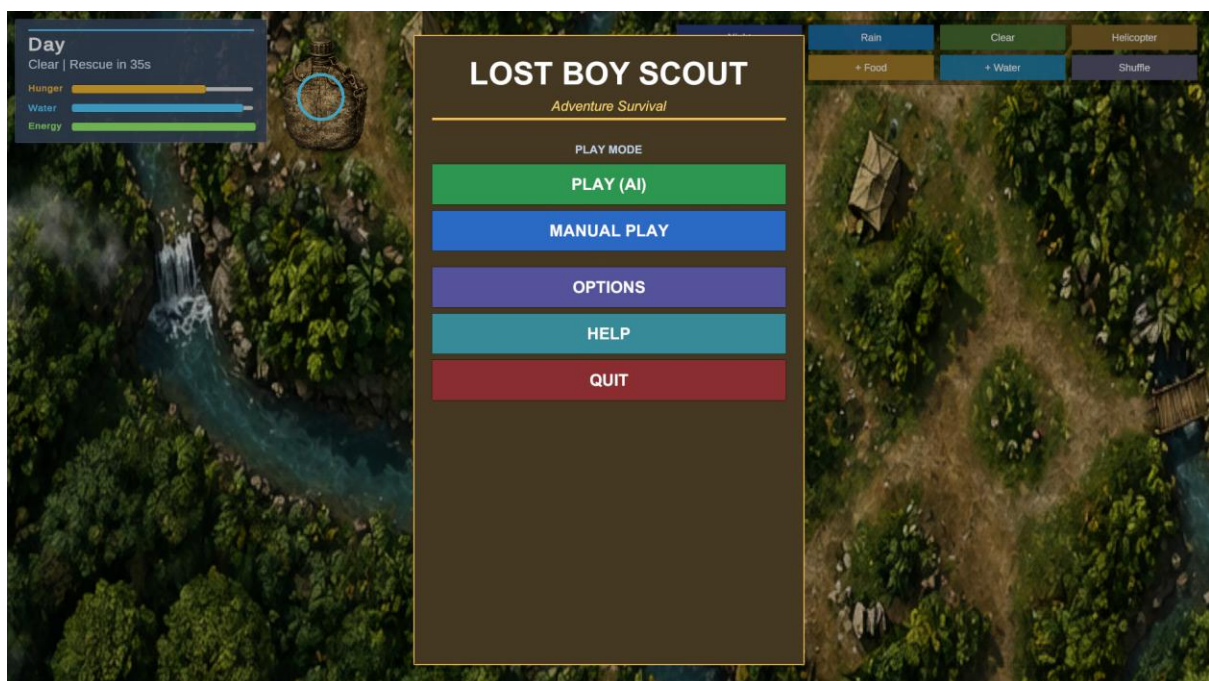


Figure 22: Main Menu Screen

3.1 Choosing a Play Mode

- **PLAY MODE:** Choose either **PLAY (AI)** for an automated simulation or **MANUAL PLAY** to control the Scout yourself.

3.2 Selecting a Level

The game features **progressive difficulty through its level design.**

- **SELECT LEVEL:** Choose between Level 1 (Hunted by a Wolf) or Level 2 (Hunted by a Wolf and a Lion).
 - Level 1 is highly recommended for beginners to understand basic mechanics.
 - Level 2 introduces a secondary apex predator, drastically increasing the difficulty and requiring advanced spatial awareness.

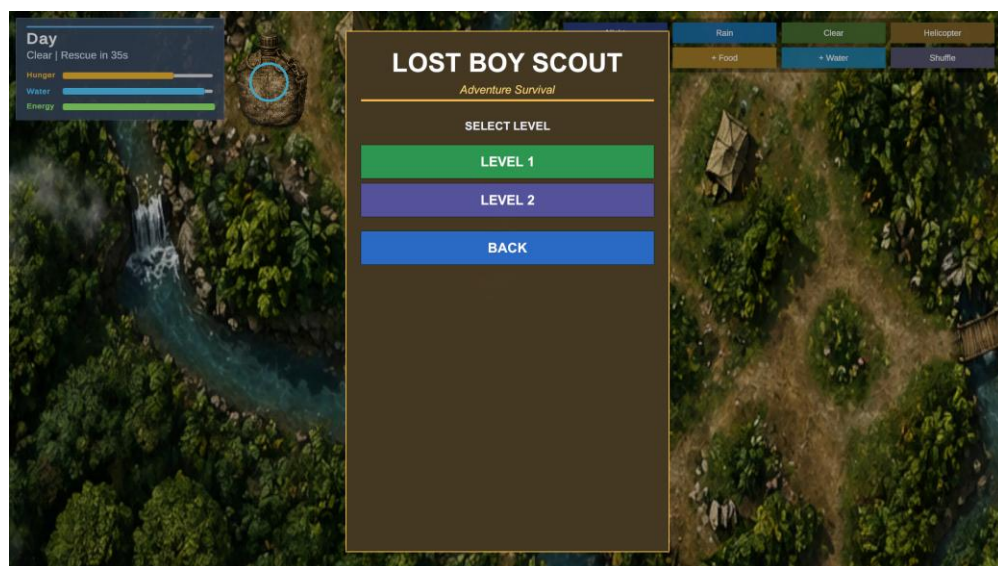


Figure 23: Level Screen

3.3 Accessing Options & Quitting

- **OPTIONS:** Adjust game difficulty and settings
- **HELP:** Opens the "How to Play" quick guide, which contains information on game modes, controls, survival rules, and cheat codes.
- **QUIT:** Exit the game.



Figure 24: Pause Screen

4. Options Menu

Navigate to the Options menu to customize your gameplay experience:

- **Difficulty:** Select between EASY, NORMAL, or HARD.
- **Auto Rescue / Auto Food+Water / Fix Energy:** Toggle these helper settings ON or OFF.
- **Debug Mode:** Turn ON for game testing features (See Section 10).
- **SOUND:** Toggle the game's audio ON or OFF.

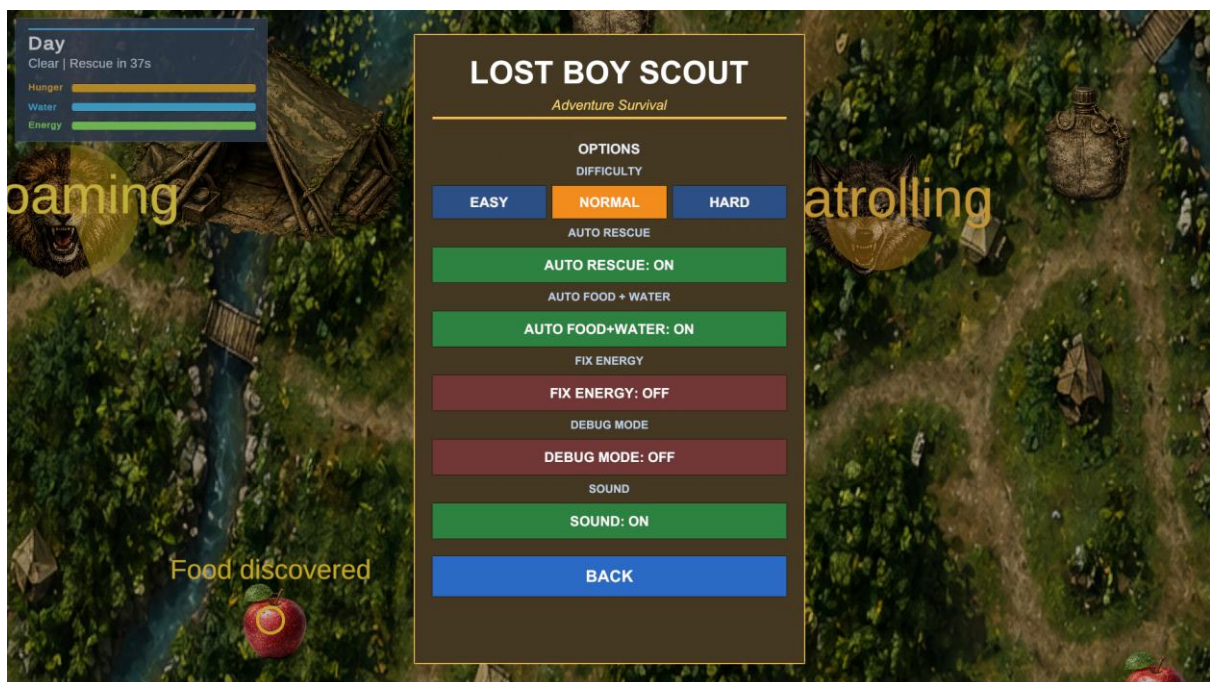


Figure 25: Options Menu

5. Game Interface (HUD)

Understanding the Heads-Up Display (HUD) is crucial for survival. The HUD is located at the top-left corner of the screen.

- **Day/Time & Weather:** Displays the current time of day (Day/Night), weather conditions (Clear/Rain), and the Rescue Countdown Timer.
- **Hunger Bar (Orange):** Depletes over time. Find and eat Food (Apples) to restore it. Warning: Find food immediately if it gets too low.
- **Water Bar (Blue):** Depletes over time. Find Water (Canteens/Flasks) to restore it.
- **Energy Bar (Green):** Depletes as you move. To recover energy, you must keep the Scout **idle** (stand still for a moment).

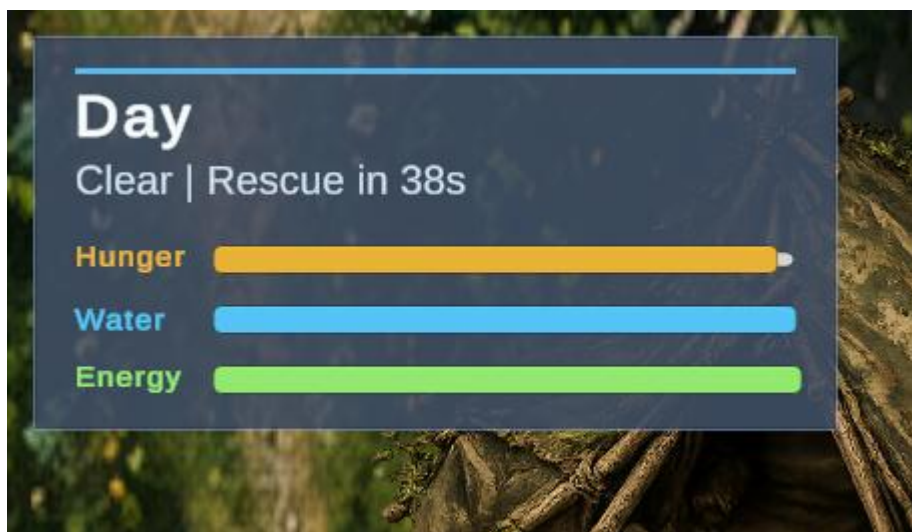


Figure 26: HUD Display

6. How to Play (Manual Mode)

In **MANUAL PLAY**, you have full control over the Scout's movements.

Controls

Action	Key/Input
Movement	Arrow Keys (Up, Down, Left, Right)
Interact / Collect	Automatic (Simply walk into Food, Water, or the Tent)
Pause Game	Esc Key

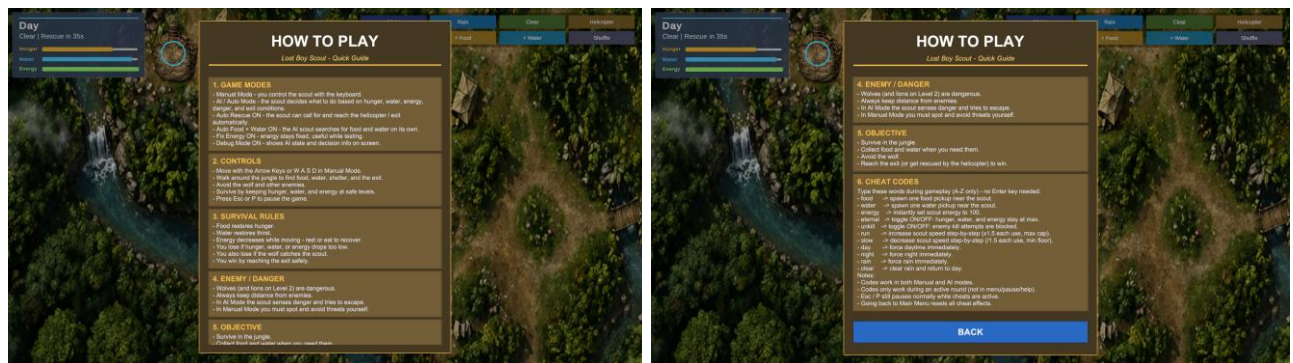


Figure 27: Guide Menu

7. Game Mechanics & Survival

To win, you must navigate the environment and utilize the items around you.

- **Finding Resources:** Walk towards Apples to reduce hunger and Canteens to reduce thirst.
- **Using Shelter:** Walk into the Tent to hide. The tent serves as a safe zone from predators and provides shelter during harsh weather.
- **Day/Night Cycle:** When night falls, your vision and movement speed are reduced. The Scout will automatically equip a torch to see in the dark.
- **Weather Effects:** Rain will also reduce your vision and movement speed. Seek shelter when it rains.

- **Predators:** Wild animals (Wolves and Lions) are patrolling the forest. If they spot you, they will hunt you. If caught, it is **GAME OVER**.



8. Play (AI) Mode

In **PLAY (AI)** mode, the game plays itself using an AI decision system designed to survive.

- **Behavioral Avoidance:** The AI recognizes animal movement patterns and actively flees from danger.
- **Advanced Memory System:** If the AI spots food or water while being chased, it stores that location in its memory. Once the threat is gone, the AI will use this memory to navigate back and collect the resources.



Figure 28: AI Mode

9. How to Win

There are two ways to escape the forest and win the game:

Method 1: Helicopter Rescue

Survive until the Rescue Timer in the top-left corner reaches zero.

1. The message "Helicopter rescue is now possible" will appear.
2. A green rescue circle will spawn on the map.

3. Move into the circle and hold your position until the helicopter arrives to pick you up.



Figure 29: Helicopter Rescue

Method 2: Find the Exit

Explore the map to locate the hidden "EXIT" path/cave. Reaching this location will instantly secure your escape.

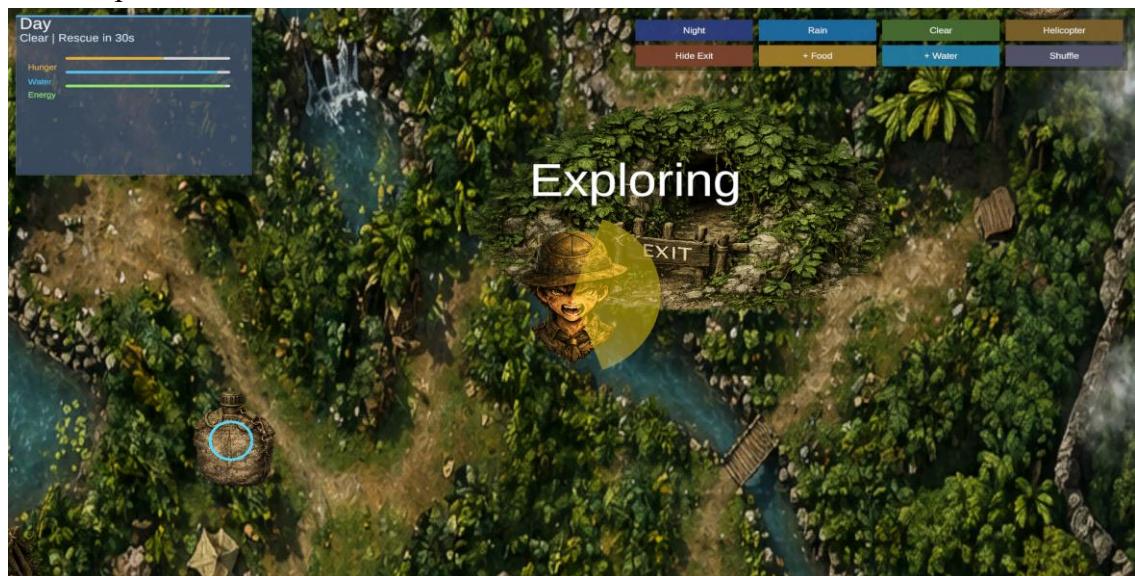


Figure 30: Exit

10. Debug Mode (For Testing)

If **Debug Mode** is turned ON from the Options menu, a special control panel will appear at the top of the screen during gameplay (available in both AI and Manual modes). This is used for testing game mechanics.

- **Controls include:** Toggle Day/Night, Start/Stop Rain, Show/Hide Exit, Add Food/Water, and instantly call the Helicopter.

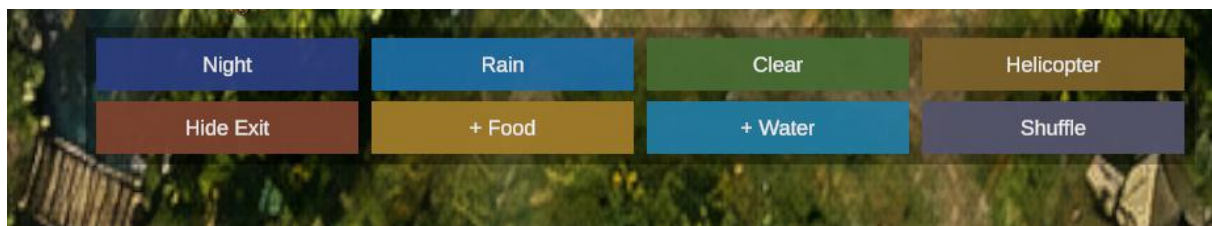


Figure 31: Toggle Screen

11. In-Game Cheat Codes

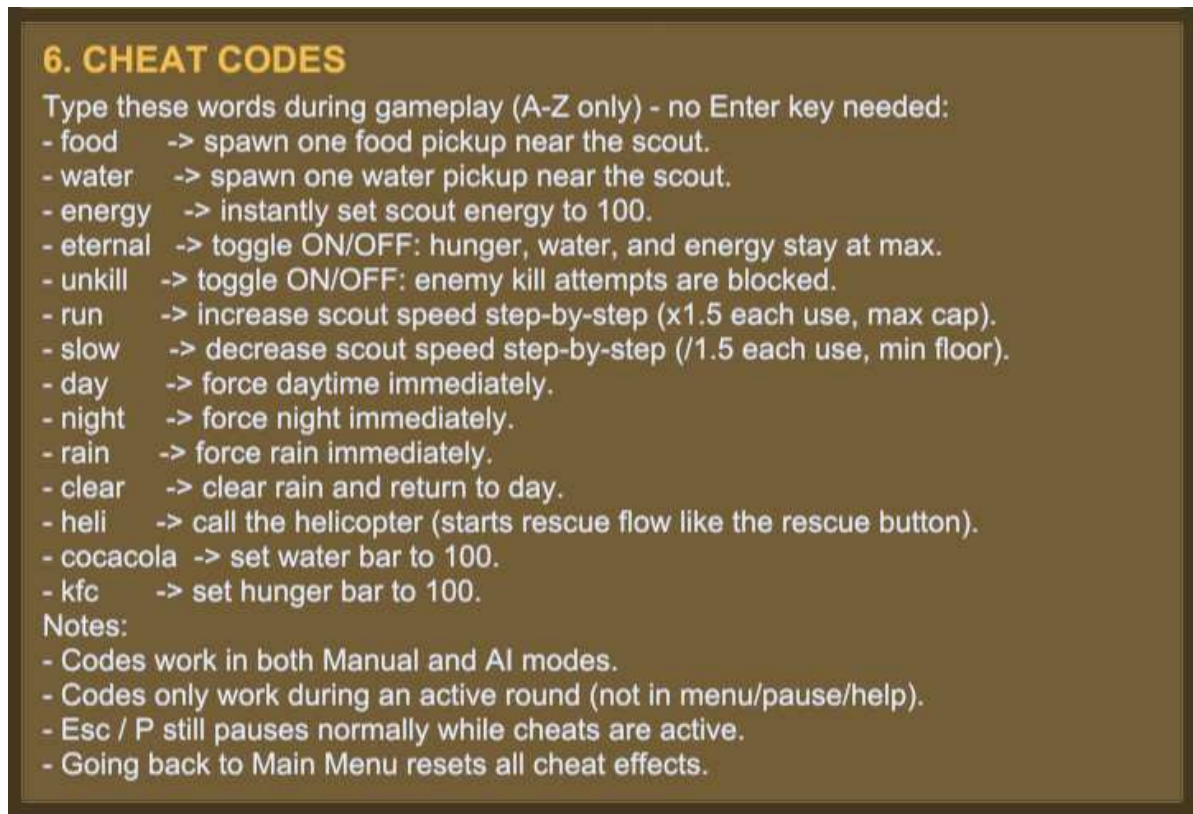
Cheat codes are provided as testing and demonstration support features. They allow the game mechanics to be checked quickly during development, debugging, and assessment demonstrations. These codes work during an active game round only and are available in both Manual and AI modes. No Enter key is required after typing the code.

Cheat Code	Effect
food	Spawns one food pickup near the scout.
water	Spawns one water pickup near the scout.
energy	Instantly sets the scout's energy to 100.
eternal	Toggles maximum hunger, water, and energy ON/OFF.
unkill	Toggles blocking of enemy kill attempts ON/OFF.
run	Increases scout speed step-by-step, up to the maximum cap.
slow	Decreases scout speed step-by-step, down to the minimum floor.
day	Forces daytime immediately.
night	Forces night immediately.
rain	Forces rain immediately.
clear	Clears rain and returns the environment to daytime.
heli	Calls the helicopter and starts the rescue flow.
cocacola	Sets the water bar to 100.
kfc	Sets the hunger bar to 100.

Table 16: In-Game Cheat Codes

Important Notes:

- Cheat codes work in both Manual and AI modes.
- Cheat codes work only during an active round.
- Cheat codes do not work in the menu, pause screen, or help screen.
- Esc or P still pauses the game normally while cheats are active.
- Returning to the Main Menu resets all active cheat effects.
- These codes are included for testing and demonstration purposes and should not be considered part of the normal survival challenge.



6. CHEAT CODES

Type these words during gameplay (A-Z only) - no Enter key needed:

- food -> spawn one food pickup near the scout.
- water -> spawn one water pickup near the scout.
- energy -> instantly set scout energy to 100.
- eternal -> toggle ON/OFF: hunger, water, and energy stay at max.
- unkill -> toggle ON/OFF: enemy kill attempts are blocked.
- run -> increase scout speed step-by-step (x1.5 each use, max cap).
- slow -> decrease scout speed step-by-step (/1.5 each use, min floor).
- day -> force daytime immediately.
- night -> force night immediately.
- rain -> force rain immediately.
- clear -> clear rain and return to day.
- heli -> call the helicopter (starts rescue flow like the rescue button).
- cocacola -> set water bar to 100.
- kfc -> set hunger bar to 100.

Notes:

- Codes work in both Manual and AI modes.
- Codes only work during an active round (not in menu/pause/help).
- Esc / P still pauses normally while cheats are active.
- Going back to Main Menu resets all cheat effects.

Figure 32: References