DOOM

USER MANUAL

ABOUT THE GAME

The game is a FPS inspired by DOOM, this is a prototype of level made with DirectX 9.
The player has to walk through the corridors to find the exit (a panel fixed on a wall) trying
his best to kill or avoid the enemies walking around.

There is only on type of enemy, it waits and then go towards the player when it detects
him. The player will take contact damages, first it will reduce his armor, and after his health.

CONTROLS

The controls are the same as Final Doom.

Up / Down arrow keys	Move forward / backward
Left / Right arrow keys	Turn left / right
Left Alt	Hold to strafe with left and right arrow
Left Ctrl	Fire weapon
Space	Confirm in menus, activate exit interruptor
Escape	Return to menu

Some items can be grabbed in the game, they're just laying around on the floor.

Item	Effect
	Restore 10 health points
	Restore 10 armor points
	Gives 10 bullets

To exit the level you'll have to reach the interruptor hidden somewhere.

Hit **Space** to end the game, then a score screen will appear, showing some stats :

Number of enemies killed out of the total
Number of shots fired
Percentage of precision
Time taken to do the level

Now you can choose to replay the level or quit the game.