# Robot Slug

Ben Helm, Matt Cardarelli, Jim Bonish, David Taylor

## Game Description (255 or less):

Robot Slug is a side-scrolling shooter which takes place in a post-apocalyptic world. Your robot must ascend from the underground bunker where it awakens, and fight its way to the top. As you destroy enemies, you can salvage their parts from among the carnage to give yourself new abilities.

### **Basic Instructions:**

You must destroy the incoming wave of enemies on each level. When the level is clear, the player character will freeze as the screen pans upward to the next level. Clear all levels to win.

#### Controls:

Keyboard + Mouse

W: Jump A: Move Left D: Move Right Right Mouse Click: Attack Right Arm

Right Mouse Click: Attack Right Arm Left Mouse Click: Attack Left Arm

S: Exchange Right Arm Shift + S: Exchange Left Arm

Mouse: Aim Reticle Enter: Skip Intro Screen

<u>Joystick</u>

Up: Jump Left: Move Left Right: Move Right X: Move Reticle Up B: Move Reticle Down

Left Trigger: Attack Left Arm

Down: Exchange Right Arm.
Select+ Down: Exchange Left Arm

Y: Move Reticle Left
A: Move Reticle Right

Right Trigger: Attack Right Arm

## 5 Tests:

- 1. **Movement:** move left (A key) or right (D key) to walk in that direction. "A" key should move left and "D" key should move right. You should be able to move through platforms and enemies. Press W to jump. The robot should move through platforms when rising, but land on them when falling. Try to walk off the screen. The robot should not move past the edge of the screen. Try to walk while the level is scrolling. The robot should not move while the level scrolls.
- 2. **Projectiles**: Fire a projectile weapon. Start pressing slowly, then speed up your pressed. After a certain speed, the gun should not fire any faster. Try to hit an enemy with the bullet. Their green health bar should shrink. Run into an enemy projectile weapon. Your large health bar at the top left should shrink.
- 3. **Melee**: Attack with a melee weapon. Try moving back and forth while the arm is in its attacking motion. Try to hit an enemy with your melee weapon. Their green health bar should shrink during the down swing of your attack but not while the weapon is returning to its original position it should cause no damage. See if the weapon is doing damage whenever the arm/weapon is in contact with an enemy and in its attacking motion. Get attacked by an enemies melee weapon and see if all the same criteria are met.
- **4. Spare Parts:** Defeat an enemy with a gun. A legs part should drop. Move over the legs and press "S." If the legs are different than your own, you should see the parts swap. Now try moving and jumping. The speed and jump power of your player should have changed. Defeat an enemy with a melee arm. A gun or melee arm should drop. Press S to swap with the right arm. Try the new weapon. Press Shift + S to to swap with the left arm. Try the new weapon.
- **5. Game:** Let your own health drop to zero. A game over screen should display. Try to clear all levels and connect to the terminal in the final level. A victory screen should display.