REGULI

**SALUT! BUN VENIT LA “AVANGARDIS” !**

ACEST JOCULET A FOST CREAT IN SCOPURI EDUCATIVE, MAI EXACT ESTE PRIMUL MEU JOC CREAT IN C++, ASA CA IMI CER SCUZE DACA MAI APAR ERORI PE PARCURSUL JOCULUI SAU PERFORMANTA NU ESTE ATAT DE BUNA.

TU ESTI UN EROU AFLAT INTR-O DIMENSIUNE NECUNOSCUTA CARE TREBUIE SA READUCA ARMONIA IN ACEL UNIVERS!

JOCUL ARE LA BAZA 3 STAGII:

**STAGIUL 1**.

IN ACEASTA ETAPA, JUCATORUL TREBUIE SA DISTRUGA TOTI INAMICII DIN PARTEA SUPERIOARA A ECRANULUI SI SA SCAPE CU VIATA.

COMENZI:

* PENTRU A TE DEPLASA, TE VEI FOLOSI DE SAGETILE DE LA TASTATURA. DACA APESI PE SAGEATA “STANGA” TE VEI DEPLASA CATRE PARTEA STANGA A ECRANULUI, ANALOG SAGEATA “DREAPTA”.
* PENTRU A TE APARA, APASA SAGETA “JOS”. SE VA ACTIVA UN SCUT CARE DUREAZA MAXIM 3 SECUNDE, CU O PERIOADA DE INCARCARE DE 5 SECUNDE.
* PENTRU A ATACA, APASA TASTA “SPACE”. SE VA ACTIVA UN TUN CU LASER, CARE VA CREEA PAGUBE DOAR DACA TUNUL A AJUNS IN FAZA A CINCEA (CULOAREA ALBASTRA). DURATA DE INCARCARE A TUNULUI ESTE DE 10 SECUNDE.

NU SE POATE FOLOSI SCUTUL SI TUNUL IN ACELASI TIMP!

JUCATORUL ARE 3 VIETI IN TOTAL!

NU EXISTA PUNCTE DE SALVARE. - DACA PIERZI VEI RELUA TOT TRASEUL.

**STAGIUL 2**.

IN ACEST NIVEL, JUCATORUL TREBUIE SA SUPRAVIETUIASCA TIMP DE APROXIMATIV 3 MIN, DE BOMBELE INAMICE.

COMENZILE SUNT ASEMANATOARE CU STAGIUL ANTERIOR, DOAR CA TUNUL CU LASER ESTE DEZACTIVAT.

SCUTUL TE FACE INVINCIBIL TIMP DE 3 SECUNDE, CU O PERIOADA DE INCARCARE DE 10 SECUNDE.

JUCATORUL ARE 5 VIETI!

NU EXISTA PUNCTE DE SALVARE- DACA VEI PIERDE VEI RELUA STAGIUL.

**STAGIUL 3**.

IN ACEST ULTIM SCENARIU, JUCATORUL VA TREBUI SA-L INFRANGA PE CONDUCATORUL ARMATEI CARE A CREAT ACEL DEZASTRU SI TOTODATA SA SUPRAVIETUIASCA!

COMENZILE SUNT LA FEL CA CELE DIN STADIUL 1!

JUCATORUL ARE 7 VIETI! DACA VEI PIERDE VEI RELUA TOT PROGRESUL STAGIULUI DE LA INCEPUT!

INAMICUL ARE 2 FAZE.

PRIMA ESTE CEA IN CARE ESTE APARAT DE O AURA PROTECTOARE. JUCATORUL TREBUIE SA DOBOARE ACEA AURA CU AJUTORUL TUNULUI, CARE SE VA SUBTIA PE PARCURS.

ODATA DISTRUSA AURA, INAMICUL (BOSS.UL) TRECE LA FAZA A 2-A, IN CARE LOVITURILE II VOR LUA UN ANUMIT PROCENTAJ DIN VIATA.

MULT SUCCES SI SPER SA TE DISTREZI!

IN CREAREA ACESTUI JOC AU FOST NEVOE DE MAI BINE DE 45 DE ORE DE ANALIZAT, SCRIPTAT SI DE A REMEDIA ERORILE APARUTE PE PARCURS.

TOATE DREPTURILE DE AUTOR SUNT PROTEJATE!

PROGRAMATOR IN STADIU INCIPIENT: CRISTEA CODRIN.

TRADUCATOR LIMBA ENGLEZA: BIRA IULIA-GABRIELA.

**RULES**

**HELLO! WELCOME TO “AVANGARDIS”!**

THIS GAME WAS CREATED FOR EDUCATIONAL PURPOSES AND IT IS MY FIRST GAME EVER CREATED IN C ++, SO I APOLOGIZE IF THERE ARE SOME ERRORS DURING THE GAME OR THE PERFORMANCE IS NOT SO GOOD.

YOU ARE A HERO IN AN UNKNOWN DIMENSION THAT MUST RETURN SAFELY IN THAT UNIVERSE!

THE GAME HAS 3 STAGES:

**STAGE 1**

AT THIS STAGE, THE PLAYER MUST DESTROY ALL HIS ENEMIES FROM THE TOP HALF OF THE SCREEN AND ESCAPE ALIVE.

ORDERS:

- TO MOVE, YOU WILL USE THE ARROW KEYS. IF YOU CLICK ON THE "LEFT" ARROW YOU WILL MOVE TO THE LEFT SIDE OF THE SCREEN AND SAME WITH THE "RIGHT" ARROW.

- TO DEFEND YOURSELF PRESS THE "DOWN" ARROW AND A SHIELD THAT LASTS MAXIMUM 3 SECONDS WILL BE ACTIVATED, WITH A CHARGING TIME OF 5 SECONDS.

- TO ATTACK, PRESS THE "SPACE" KEY. A LASER GUN WILL BE ACTIVATED WHICH WILL CREATE DAMAGES ONLY IF THE LASER GUN HAS REACHED THE FIFTH PHASE (COLOR BLUE). THE LASER LOADING TIME IS 10 SECONDS.

THE SHIELD AND THE LASER GUN CANNOT BE USED AT THE SAME TIME!

THE PLAYER HAS ONLY 3 LIVES!

THERE ARE NO RESCUE POINTS. IF YOU LOSE YOU WILL RESUME AT THE BEGINNIG.

**STAGE 2**

IN THIS LEVEL, THE PLAYER MUST SURVIVE FOR APPROXIMATELY 3 MIN FROM ENEMY’S BOMBS.

THE CONTROLS ARE SIMILAR TO THE PREVIOUS STAGE, THE ONLY DIFFERENCE IS THAT THE LASER GUN IS DISABLED.

THE SHIELD MAKES YOU INVINCIBLE FOR 3 SECONDS, SHIELD WHICH HAS A CHARGING PERIOD OF 10 SECONDS.

THE PLAYER HAS 5 LIVES.

THERE ARE NO RESCUE POINTS- IF YOU LOSE YOU WILL BEGIN FROM THE START OF THE STAGE.

**STAGE 3**

IN THIS LAST SCENARIO, THE PLAYER WILL HAVE TO DEFEAT THE LEADER ARMY WHICH CREATED THAT DIMENSION DISASTER AND ALSO TO SURVIVE.

THE CONTROLS ARE LIKE THOSE IN STAGE 1.

THE PLAYER HAS 7 LIVES- IF YOU LOSE YOU WILL RESUME THE GAME FROM THE BEGINNING OF THE STAGE.

THE BATTLE WITH THE ENEMY HAS 2 PHASES.

THE FIRST IS THAT IN WHICH THE ENEMY IS PROTECTED BY AN AURA. THE PLAYER MUST DEFEAT THAT AURA WITH THE HELP OF THE LASER, WHICH WILL WEAKEN THE AURA.

ONCE THE AURA IS DESTROYED, THE ENEMY (OR THE BOSS) MOVES TO PHASE 2, IN WHICH YOUR BLOWS WILL TAKE A CERTAIN AMOUNT OF HIS LIFE.

GOOD LUCK AND I HOPE YOU WILL HAVE FUN!

IN THE CREATION OF THIS GAME THERE WAS MORE THAN 45 HOURS OF ANALYSING, WRITING AND IMPROVING THE GAME, MAKING SURE THERE ARE NO ERRORS.

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DEVELOPER IN THE BEGINNING STAGE: CRISTEA CODRIN.

ENGLISH TRANSLATOR: BIRA IULIA-GABRIELA.