

UltraExtreme - Release Notes

Version 0.2 - 22/10 2012

The final version for the project course

- Two new enemies have been added.
 - the "HitAndRunEnemy".
 - the "ParabolaEnemy".
- Two new weapons have been added.
 - The spread weapon.
 - The spinning weapon.
- Item bar can now hold 10 weapons.
- The player's ship no longer absorbs bullets while invincible.
- The player now correctly starts with just a basic weapon.
- Scaling now work as expected across the whole game.
- Every pickup / enemy / bullet and the playership now has their own sprite.
- There is now a graphical representation for when the playership is invincible.
- The item bar now has a marker representing what item is to be replaced next.
- Implemented highscore, complete with a highscore screen, a score counter and it is all saved locally on the phone.
- Tweaked game balance and speed
- Waves now spawn increasingly quickly.
- Implemented an options view which can be reached from the main menu.
- Implemented 4 difficulty levels, which can be picked from the options view. The chosen difficulty level is stored locally on the phone.
- All menus have had a makeover.
- Pickups now move downwards on the screen.
- Enemy bullets are now red.

Known bugs and limitations visible to the player:

- #106 [App crashes if highscore name entered is too long](#)
- #130 [ParabolaEnemy isn't rotated in the direction it's flying](#)
- #131 [There is no confirmation dialog when you press the "Reset High Scores" button](#)

Known system bugs/limitations:

- #132 [SpriteFactory could need a clean up](#)

Version 0.1 - 7/10 2012

This is the first real version of UltraExtreme and in its current state it has the following features:

- Main menu screen where you can choose to start the game.
- In the game you are able to control the ship by swiping with a finger on the screen.
- You can shoot with the ship by touching the screen with a finger.
- Enemy ships spawn in patterns with some randomized intervals.
- The enemy ships blink when they get hit by the player's bullets.
- There is a 10 % probability that an enemy ship drops its weapon when it's destroyed.
- The player is able to pick up dropped weapons by flying into them
- There is an item bar in the bottom of the screen that shows which items/weapons that the player currently has.
- When the ship gets hit by an enemy bullet, an item is removed from the item bar and the ship gets invincible for a short period of time.
- There is a life counter in the game which starts at 3. When all items in the item bar has been lost, the player loses one life.
- When no lives are left, the game will end and the player is brought to a game over screen.
- A score counter is present in the game, which increases when the player kills an enemy.

Known bugs/limitations visible to the player:

- #47 [Item bar replaces weapons when the player has only 5 weapons](#)
- #59 [The player's ship shouldn't absorb bullets when it's invincible](#)
- #60 [The player is starting with two weapons instead of one](#)

Known system bugs/limitations:

- #33 [clearDeadEnemies\(\) in EnemyManager throws ClassCastException when run in a test](#)
- #42 [Dimensions \(sizes\) in the view are static and does not take scaling into account.](#)
- #56 [BulletManager doesn't always fire events when removing bullets](#)