

UltraExtreme - Release Notes

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](#)