

User stories

for UltraExtreme

Opening the application

When the user opens the game, she is presented with a main menu containing five menu buttons.

Here the user can do any of the following options:

- (1) Press "Start" if she wants to play the game.
- (2) If she wants to see her high scores for the different game modes, she may press the "High scores" button to change to that view.
- (3) Press the "Achievements" button to take her to a list containing locked and unlocked achievements.
- (4) Press "Options" to change to a view where she can edit some game settings (such as audio volume and graphics quality).
- (5) Press "Exit" to close the game.

Options view

When the user has chosen "Options" in the main menu, she will be presented with this view.

Here she has the following settings that she can modify:

- (1) Sound effects volume. This is modified with a slider. Sliding this to the far left turns the sound effects completely off, while setting it to the far right sets it to maximum. Sound effects are sounds such as bullets being fired and ships being destroyed.
- (2) Background music volume. This works as the sound effects slider but modifies the volume of the background music instead.
- (3) Graphics quality. With this controller it's possible to change how heavy the game is on the phone. When this is set to a lower setting, the game will use less particles and images with lower resolution.
- (4) Clear high scores.

High score view

When the user has chosen "High scores" in the main menu, she will be presented with a list of the top high scores. The user uses tabs to switch between the high score lists of the different game modes. The list itself is composed of three columns:

- (1) The player's name tag.
- (2) The score of the player.
- (3) Whether the gyroscope controls or the "normal" controls were used.

The list is sorted by the score (2) and only contains a certain amount of high scores (maybe 10).

Starting the game

When the user has chosen "Start" in the main menu, she can choose to play any of the two game modes: "Endless mode" and "Story mode". On this screen it is also possible to choose whether to use the gyroscope as controls, or whether to use the normal controls (by moving the finger over the screen).

If the user chooses the "Endless mode", she is thrown into a survival like mode where the goal is to survive for as long as possible against never ending random waves of enemies that gradually gets harder.

On the other hand, if the user decides to play the “Story mode”, she can either choose to (1) continue an already started (but interrupted game) or (2) start a new game. In case (1) this will result in the game loading the beginning of the last level the user played, and in case (2) a new game will be started from the first level.

In the game

When in the game, the user will be in control of a ship, which can be moved around by moving the finger over the screen.

As long as the user is touching the screen, the ship will automatically fire projectiles from all weapons on the ship. Even if the player have no weapons in the item bar, a basic default weapon (that's not in the item bar) will always be available.

If one of these projectiles hits an enemy, the enemy will suffer damage.

If an enemy ship is hit enough times, it will be removed from the game and the player's score will be increased by an amount proportional to the difficulty of that enemy. There is also a possibility that the enemy drops a weapon that can be picked up by the player.

When the user is no longer touching the screen, an option to pause the game will be revealed.

When the user touches the screen with two fingers the ship will use a special attack (or a “bomb”) if one is available.

When the ship touches an upgrade item, it will gain a new weapon specific to the upgrade item in question. This item will fill a slot in the item bar.

Sometimes a bomb can turn up. When the ship touches a bomb, it will be picked up. The bomb will then fill an item-slot and can then be used as a special attack as long as it remains in the item bar. When a bomb is used, it will be consumed and removed from the item bar.

A boss can be spawned from time to time, either at the end of a level in the Story mode or at regular intervals in the Endless mode. A boss is a harder and more advanced enemy that can go through different behaviour phases and use more than one type of weapon. A boss can have more than one hitbox, and more than one ship part. When a boss is destroyed, the player earns a larger score amount than from a usual enemy.

When the special attack (bomb) is used, all enemy projectiles on the screen will be destroyed and all enemies will take some damage from the explosion. For each projectile that is destroyed, an amount of points will be added to the score.

An enemy can hit the player with their projectiles or their ships. If they do, one of the following scenarios may occur:

- (1) If the user has any item slots filled, a number of items (matching a fixed percentage of the total number of item slots) will be dropped/lost/destroyed.
- (2) If the user has no items in the item bar, she will lose a life.

When the user loses a life, one of the following scenarios will occur:

- (1) When playing Story mode and having at least one life left, the user will be taken back to the beginning of the current level.
- (2) When playing any game mode and having no life left, the user will be taken to the game over screen.

In the Game Over Screen, the player's score will be shown, and if that score is qualified onto the highscore list, the player is prompted to enter a name tag. When finished, the player can choose to go on to the highscore view where all high scores are listed.