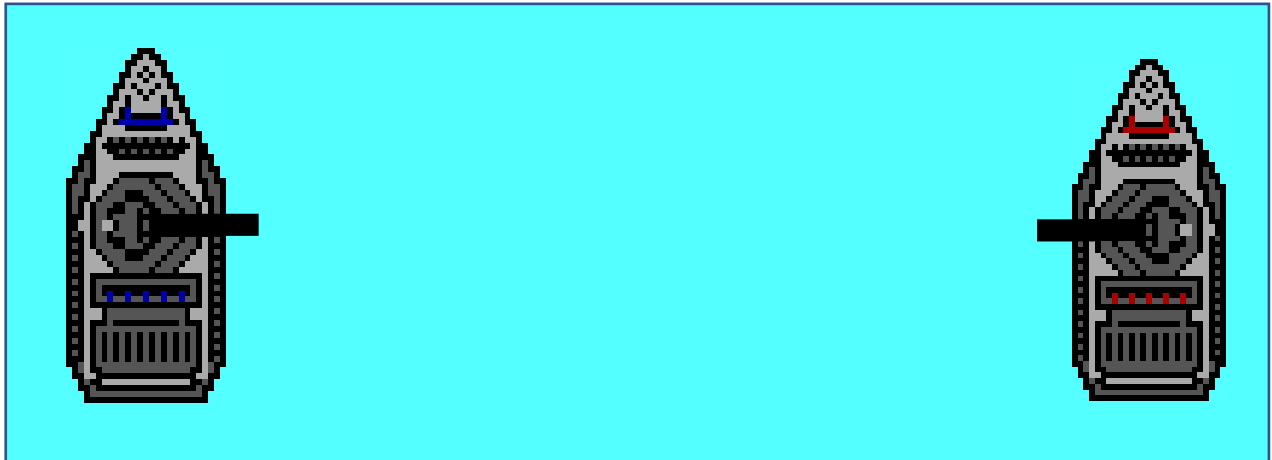




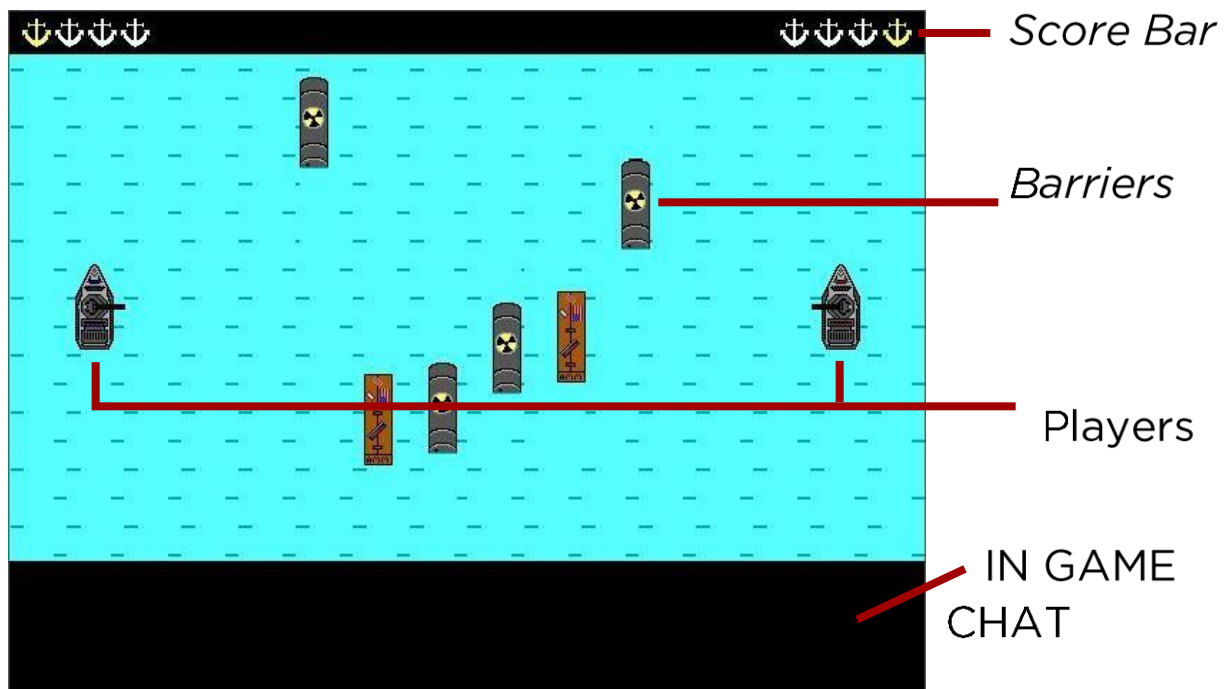
# GAME DOCUMENT

# GAME DESCRIPTION:

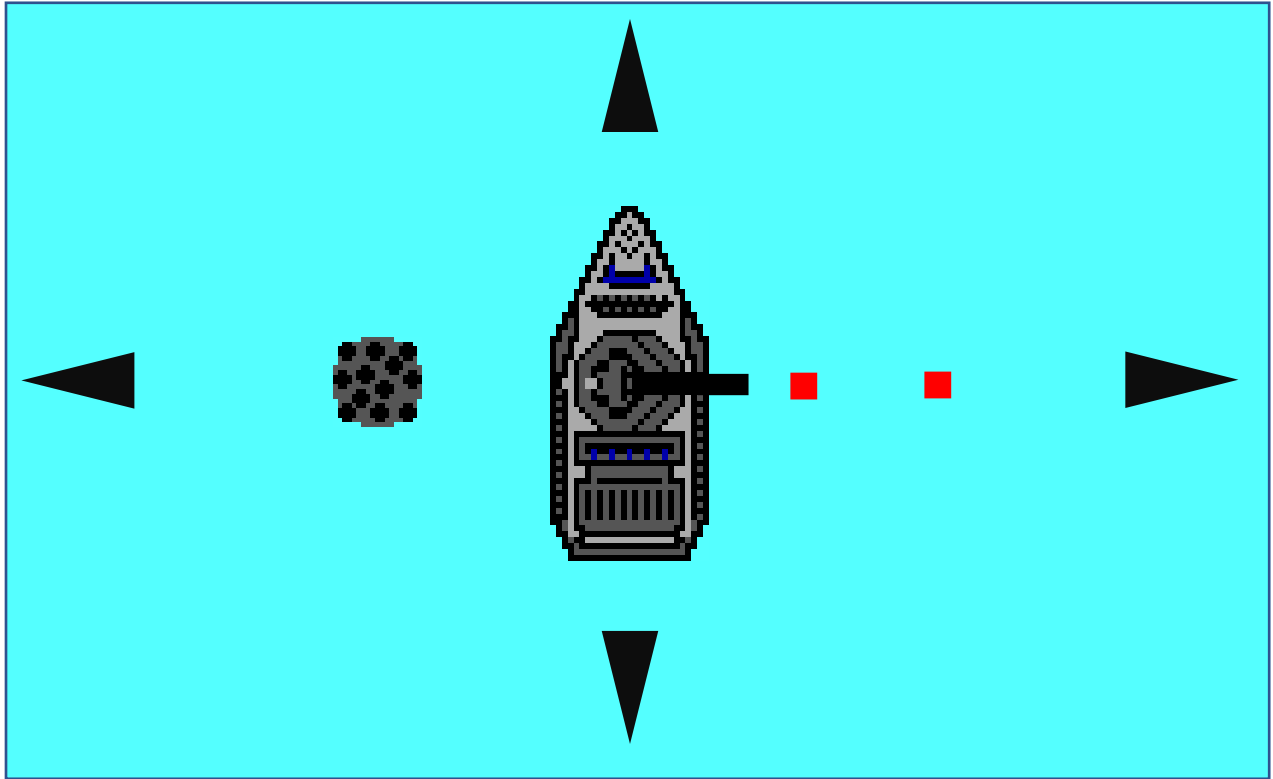
A Naval War broke between Red and Blue, two of the world's greatest nations. Both countries dispatched their almost identical fleets to counter the other's attacks. This led to a series of one on one battles between individual ships. The game takes you through one of those battles.



## BASIC GAME GUI:



## GAME CONTROLS:



The Ship can move in 4 directions, UP, DOWN, LEFT and RIGHT, each with their respective key on the keyboard. It can also fire its cannon with SPACE. The left and right movement is available only in Level 2 mode, where it is necessary to evade the additional mines.

## LEVELS:

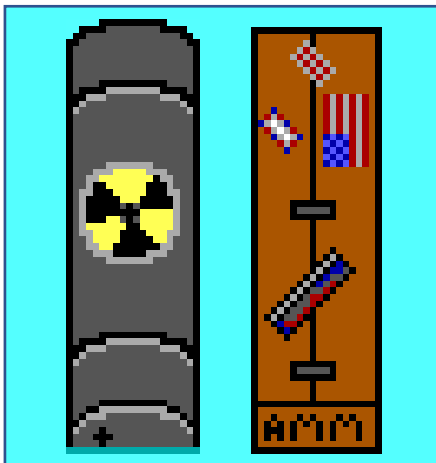
Each battle consists of 4 rounds, 3 Rounds of Level 1, and one final round of Level 2. Gameplay is very similar in both, with the addition of mines in Level 2, making the game harder as the player has to focus on 2 aspects of the game. Level 2 is worth 2 points, if won, which gives a comeback chance to the losing side.

## GAMEPLAY:

After connecting to the other game session, one player invites the other to a game. The inviting player is assigned the Blue ship and the other player is assigned Red. Each player has a limited bullet buffer of 20 bullets, so spraying is not the ideal strategy. Bullets reload one at a time periodically, whenever the remaining count is below 20. The goal is to sink the other ship by killing all the crew members. There are 3 sailors worth 1 life and a captain worth 2. Killing the captain ends the round and declares the winner. Barriers between the players make it harder for each player to hit the target directly, adding an extra level of difficulty to the game. Each barrier takes 3 hits, and is regenerated periodically. In level 2 mines cause 1 point of damage to the ship, making them an extra challenge to evade.



*Full Score bar indicating the members of the crew*



*Barrier Models*



*Victory Message at the end of each round, this time indicating Blue's victory*

## MULTIPLAYER FEATURE:

```

Ahmed:
* Hi!
* Let's Play a game of War At Sea
* Sure

-----

Daniel:
- Hello!
- Okay Send me an invitation

-----

- To end chatting with Daniel press ESC

```

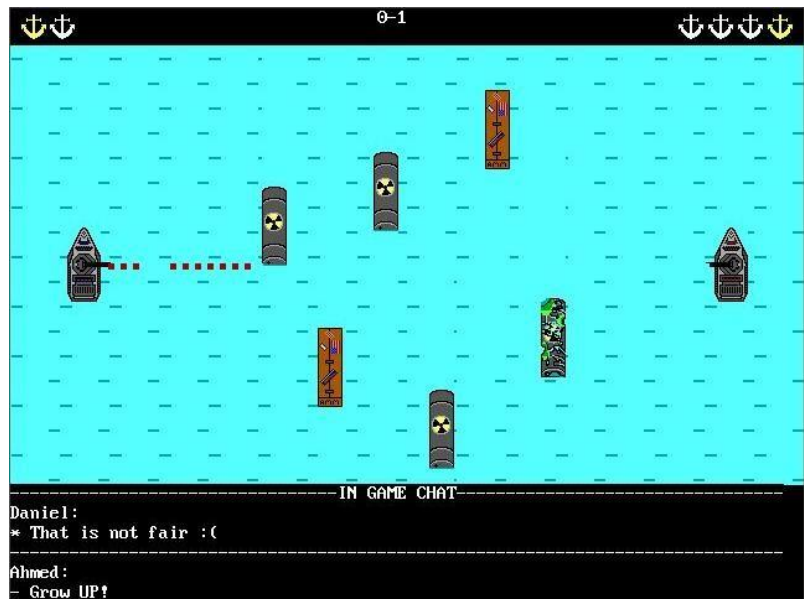
In addition to the Game itself, there's a chat mode where both players can exchange messages. The chat mode is also incorporated into the game itself, as the IN GAME CHAT module. The player is always at

the top of the chat screen and the other side is always at the bottom.

All communication is done through the serial communication port, and the game makes sure both devices are in sync at every possible state to ensure smooth multiplayer experience. To enable both players to press multiple keys at the same time the, BIOS INT 9H was overridden to send the keystrokes directly to the game's key array. The communication module compresses the keystrokes into one byte to minimize data loss and send time. This achieves an almost instantaneous effect to the game's multiplayer control.


The Byte used to send controls:

[0]	[1]	[2]	[3]	[4]	[5]	[6]	[7]
UP	DOWN	LEFT	FIRE	LEFT	RIGHT	CHAT	[X]



## GRAPHICAL ELEMENTS:

The game reads graphics from 10 '.BIN' files. Make sure they are in the game directory:

IMAGE	FILE	DESCRIPTION
	TITLE.BIN	Title screen for the game
	SHIP1.BIN SHIP2.BIN	Main Player Ships
	AMBAR.BIN AMBARBR.BIN	"Ammunition" Barrier model and its broken state
	URBAR.BIN URBARBR.BIN	"Uranium" Barrier model and its broken state
	VICBLU.BIN	Blue Victory message
	VICRED.BIN	Red Victory message
	MINE.BIN	Mine