

Pixel Defender

Instructions - How to Play

Main Menu

When you open the game you are greeted with the main menu screen. There are 3 buttons: Play, High Scores, and Quit.

Quit does the obvious - quits the game, High Scores shows the top five scores of players who played the game, and Play throws you into the main game.

Gameplay

When you press Play the game of Pixel Defender starts. You will see a spaceship at the bottom of the screen, a green text, displaying score, and a red text, displaying your health. Immediately after seeing this scene alien spaceships will start spawning, flying towards you and shooting you. The idea is to kill them and survive as long as possible. But how do you do that?

Controls

So let's talk about controls. With the left and right arrow keys you move your spaceship. The player ship can only be moved horizontally: from left to right and vice versa. To shoot you press Space. And that is it. Now you can kill the aliens.

High Scores:

When you press the High Scores button, you will see a screen with an input field for a file path. This is where you can choose to see only the scores in the default file, or provide your own file and which scores will be combined with the default ones. You can provide a path to your file and press "s" to see the scores, or without typing anything and leaving the field empty, you can just press "s" and see the default scores.

Pause

If you decide to pause the game you can do this by pressing “p” on the keyboard.

Hearts

As you are playing you will be seeing hearts appearing on the screen. Hearts give you 30 health. They appear every 10 kills you make. To claim them you need to shoot them as you shoot the aliens. It is important to know that if your health is already at a 100, the hearth will not give you more. The most you can have is 100 health.

Game Over

The game ends either if you lose all your health or an alien reaches your spaceship’s orbit - meaning getting extremely close to you. Then you will see one of two messages depending on the cause of your loss. There will also be 3 buttons. Save Score, Retry, Quit.

Again Quit does the obvious, Retry restarts the game, and Save Score leads you to a menu where you can enter your name and file path in order to save your score.

Save Score Menu

There will be two input fields: one for name and one for file path. It is not mandatory to write information in any of them. You can just press “s” on your keyboard to save your score without name and path. All this will do is write to a default file, that is part of the games logic, your score. This will be the input:

Example

Player - Score: 10

If you decide to write your name then you need to select the name input field, write your name and when done, deselect the input field. Just click

anywhere on the screen to deselect the input field. Then you can press “s” and the score will be saved, but now with a name.

Example

John - Score: 33

These ways of saving will always save to the default file integrated in the game’s logic. But what if you want to save to a file of your choice? You can do that by typing the file path in the file path input field. Just select it, type the path, and deselect as before. Then save with the “s” combination and your score will be saved anywhere you want. **The only requirement is that the file you provide is a .txt file.**

After all that you can go back to the game over menu by pressing “b” on the keyboard.

Icons

Player



the black square is just a background

Hearth



Small Alien



Medium Alien



Large Alien



Alien Types

As written above there are 3 alien spaceships. Each one has different stats.

The small alien spaceship (photo 3) moves very fast and deals 10 damage. It is not so dangerous in terms of damage but can catch you off guard and sneak into your orbit zone.

The medium alien spaceship (photo 4) is the perfect middle. It moves moderately and deals 25 damage. There is nothing special about it.

The large alien spaceship (photo 5) is the heavy type. It moves slowly but deals 50 damage. It may not be able to catch you off guard like the small alien ship, but 2 unexpected bullets and you are dead.

Difficulty Mechanic

The game does not have levels or waves, just aliens spawning constantly. But the one thing that it has is after each 25 kills the number of aliens that spawn will be slightly higher.

Example

In the beginning you are going to be seeing 1 or 2 at a time. After the first 25 kills you will start seeing 2 or 3. After the second 25 kills 3 or 4 and so on.

This is all you need to know about the game. Have fun!