



# Documentation

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# Menu - Title Screen



We have, as you can see, several buttons :

Play Button, which will load the highest level unlocked, or the first time you launched the game on your phone, it will launch the tutorial level, this last exists while not completed, and disappear else.

Levels Button, which will load you the levels scene that I will explain below

We have also two round buttons at the bottom;  
On the right, the button can play or stop the music  
On the left, the button let you exit the game

## Menu - Levels Screen

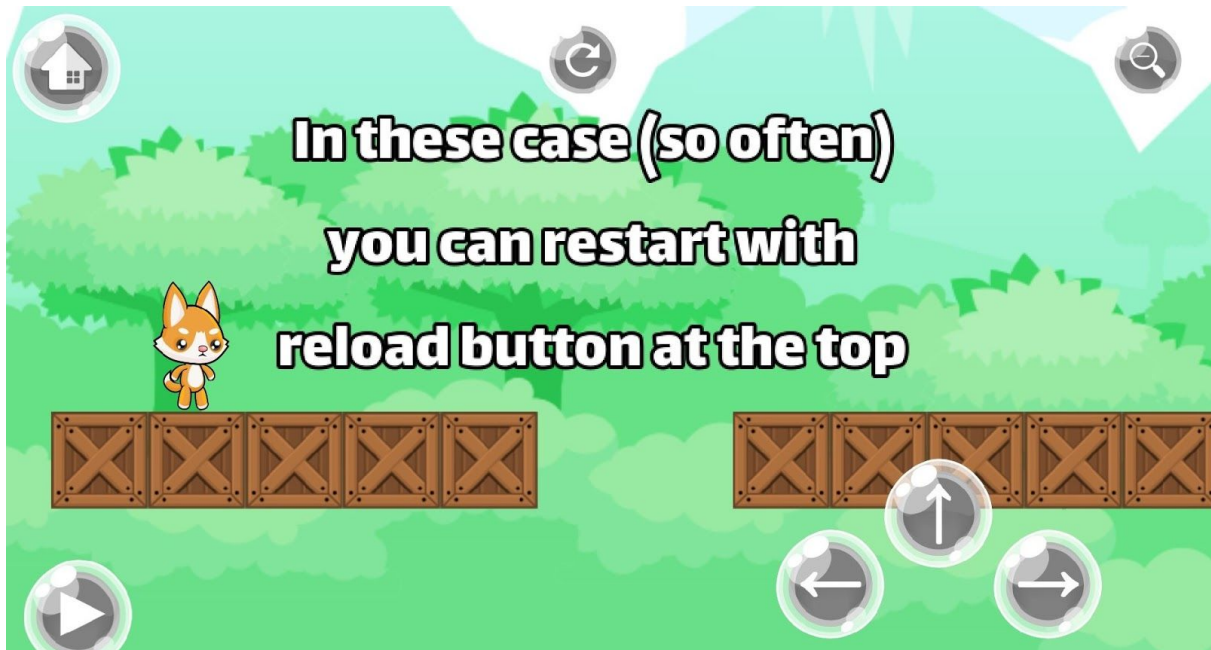


In this scene, we can access 10 classic levels and an endless level. This last one is the only to don't need to be unlocked.

The ten others need to be unlocked by finishing each level, one by one. If it isn't the case, buttons which are supposed to let you access to levels you don't reached, will become padlocked.

The highest level unlocked button, will become grey and you will see the number of the level, and finally if you reach them, they will become orange.

## In game - Tutorial



The game is very difficult, so when the save file is empty (when you launch the game for the first time for exemple) the Play button on the Menu scene will redirect you in this tutorial, and all the other levels (except endless level) will be locked while you don't finish this tutorial level.

During this tutorial, some text accompanied by a voice will explain you how to play, what are they for and how to use the hud buttons.

## In game - Classic Levels

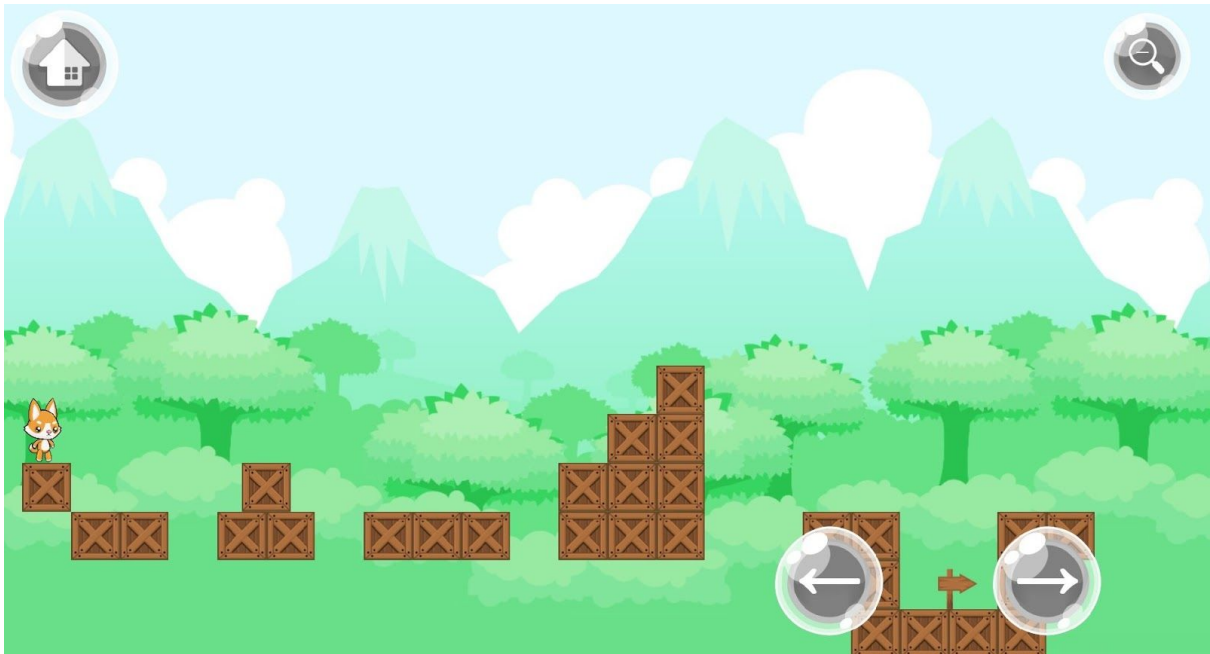


This is what the levels look like.

We have arrow keys, at the bottom right, to record your movements, we also have SHOOT button, at the bottom left to play your movements

The goal is to reach this panel ➡  
that we can found at the right of the map (or not)

Here we can't see it, so let's zoom out this level by using the zoom out button 🔍

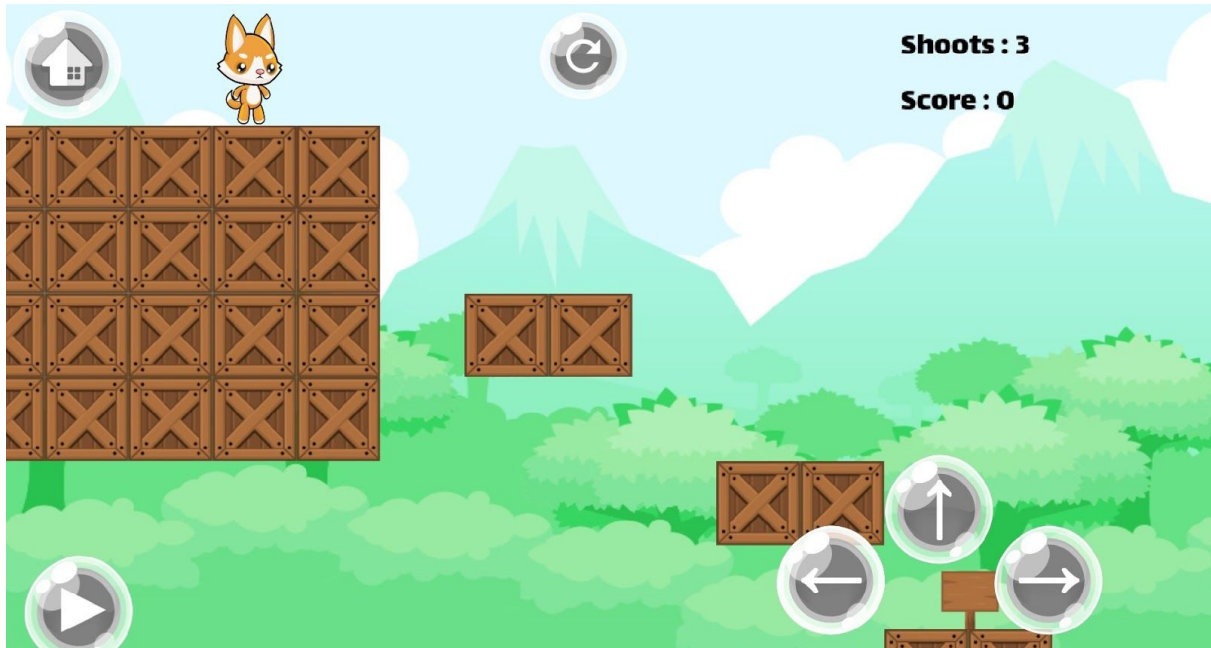


Now we have a wider view of the level, and, cause some levels can be (very) long, we add two buttons (left, right) to explore the level.

You will need to be very concentrate to succeed the ten levels, but we know you will struggle and maybe rage quit. So in this case you have an Exit button at the top left.



## In game - Endless Levels



This game mode differs from classic levels because it's an endless loop of mini levels. We prepared some patterns of map for 3 directions : Top right, Right and bottom right.

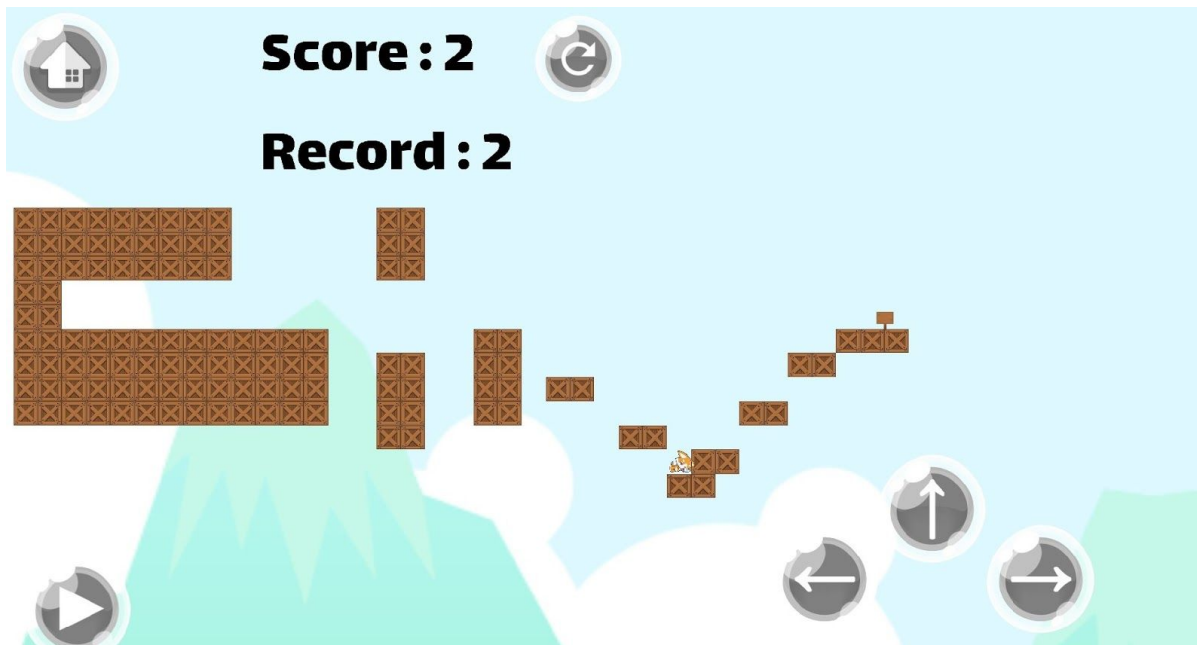
Then, we leave the choice of them to the random.

Here, the goal is to pass as many sections as possible with 3 Shots. But they are precious, because if you fail you will lose a Shoot.

Each 5 sections past, cause we're good persons, we will give you an extra shoot, but we will also increase difficulty.

PreShoot by:

Jonathan Emmanuel Jose / Mohamed Mrabet / Lucas Guichard / Mehdi Zehri / Mary Nicolas



If you lost a Shoot, you will appear at the start of the section, and you will can retry.

But if, you don't have any Shoot, you will have this screen displaying your current score, your best score saved and all your crossing.

Then you can restart by using the reload button or you can exit the level.



# Get It

Code can be found on github at:

- <https://github.com/KinoFool/PreShoot>

Or for some Epitech user at:

- <git@git.epitech.eu:/nicolas.mary@epitech.eu/PreShoot>

In the master branch you have an APK folder that contain PreShoot.apk latest version you can install it on your Android phone.

Sorry no IOS users.



The logo application