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| Bronze Yasuo Mains |
| 2D Side Scrolling Game C++ |
| “Just Keep Mvoing”  Version #01  All work Copyright © 2020 by Bronze Yasuo Mains.  All rights reserved.  **Geerthan Kanthasamy**  April 5th 2020 |
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**Version History**

Version#01

<https://github.com/Exzeed/2D-Scrolling-Game>

1. **Game Description**

Players control a rogue alien and attacks a facility where they must destroy the guard robots to get through. There’s only enough energy in the spacecraft to fire one shot at a time. Damage against the wall is unavoidable but there’s an entry way that can be blasted through to save yourself.

**II. Game Play Mechanics**

Game starts once the PLAY button is clicked; from there the player is controlled via mouse movement and attacks with mouse-click. The robots take 5 shots to bring down and so will take multiple runs through to beat, the breakable door allows to get past the wall without taking damage when destroying the enemy is not possible yet. To facilitate deciding when to continue attacking and retreating only 1 bullet can exist on the screen.

**III. Controls**

Up and down mouse movement moves the player up and down respectively, left-click fires a bullet to attack with.

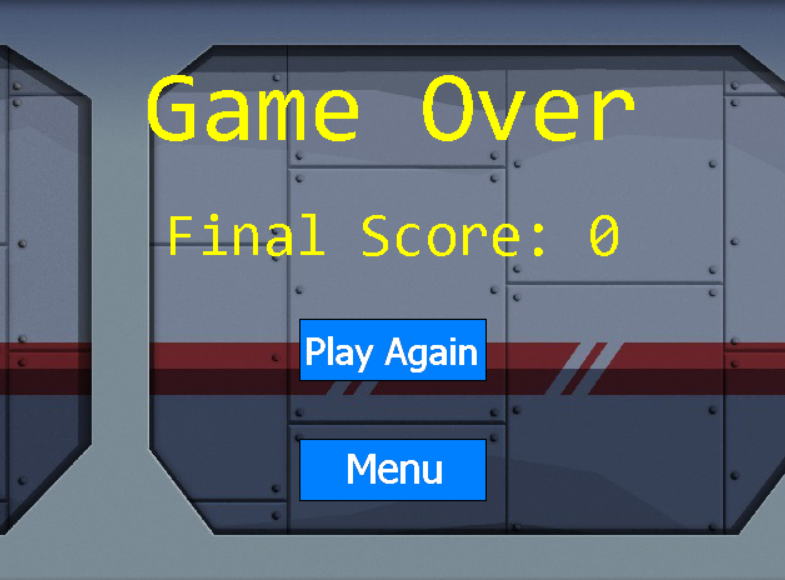
**IV. Interface Sketch**

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**V. Menu and Screen Descriptions**

Start Screen: 

End Screen:



**VI. Scoring**

Score is gained by collecting the blue crystals and by destroying the doors and enemies.

**VII. Art / Multimedia Index**

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| Background.jpg  <https://opengameart.org/content/sci-fi-background> |  |
| Ufo.png  <https://opengameart.org/content/skull-in-a-ufo-spacecraft> |  |
| Punk Robot  <https://opengameart.org/content/punkrobot> |  |
| Wall  <https://opengameart.org/content/stone-wall-2> |  |
| Door  <https://opengameart.org/content/scifi-door> |  |
| Shot  <https://opengameart.org/content/tx-bullet-0> |  |
| Bullet  <https://opengameart.org/content/firebal-32x32> |  |
| Orb  <https://opengameart.org/content/sparkling-orb-gif> |  |
| Buttons  (Based on class example assets) |  |
| Techno.ogg  <https://opengameart.org/content/techno-soundtrack> |  |
| Explosions  <https://opengameart.org/content/boom-pack-1> |  |
| Item.flac  <https://opengameart.org/content/get-ruby-se> |  |