

Space Invaders Notes

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1 Introduction

This document contains Game Notes

2 Game Flow

- Instructor:
 - **Chooses number of levels:**
 - * **Chooses Static Fields:** ex: "Convert to Binary: " and chooses type of challenge: Order/Last killed
 - * **Chooses Dynamic Fields:**
 - Enters a range to choose from randomly ex: 0 to 15
 - Enters the number of turns or sublevels within that level (Should be an odd number)
 - * Submit and move on to the next level if there is a next level
 - * If there are no more levels to show, then show a panel with a summary to each level if the instructor wishes to edit any of the levels

3 Challenge Types

This section explains the challenge types within the game. A level is won if the number of turns or sublevels is greater than the number of lost levels

- Order: The answer is inputted based on the order the enemies were killed in.
- Last Killed: The Game Manager checks on the last killed enemy and compares it to the correct answer.

4 Bugs and Issues

Game is impossible to win in these scenarios (fixed)

- The answer does not exist in case of
 - all the enemies are killed ; Solution: Reset the game
 - there is no path to the goal string ; Solution Respawn/Reset the game