

# 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

## 5 Links

- Figma