

MAP

GRADE INFORMATION GAME

Start

Pause

Restart

Reload

W S D

R P E

SPACE

The game will start with two windows / screens. The setup and controls will take up 9-10 keys. Functionality changes

"You Grade"

EASY

MEDIUM

112 TP

MAP

The game will have three buttons to indicate levels of difficulty. The difficulties increases in descending order. Hitting "P" button will start the game

MAIN SCREEN

MAP

The main screen will then convert to a first person shooter while the map shows the player where he/she is. The map also shows enemies

Ch: fan la...

113 7 5 A

113 7 5 A

Enemies will show up as sprites and will appear larger or smaller based on proximity to player

Score R → P → D → C → B → A

Neutralized

body memory

collided bullet & disappeared

bullet

Players rack up score by eliminating enemies using their good grade gun. Bullets size also varies on distance

GAME OVER

No video games for a week

“换马”

“已卒”

It monster's touch you, you die. Extra functions that might be implemented → reload, styled guns, more enemies, different maps