

Alien Banjo Attackers from Space

Controls



Keyboard

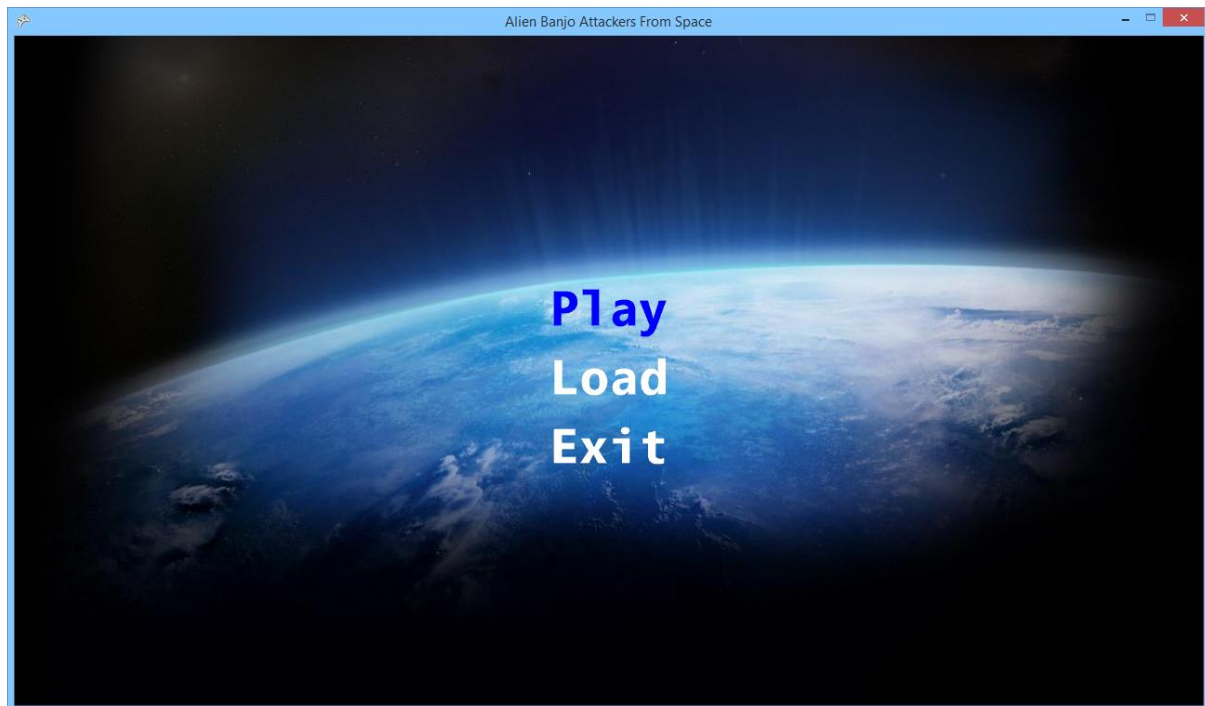
<i>S</i>	<i>Press the 'S' key, while in game to save your progress.</i>
<i>Space</i>	<i>Press the 'Space' key, while in game to fire notes (Hold for Rapid Fire). Can be used at the 'Main Menu' to make a selection.</i>
<i>Enter</i>	<i>Press the 'Enter' key, while at the 'Main Menu' to make a selection.</i>
<i>↑↓←→</i>	<i>Use the arrow keys, while in game to move the appropriate direction. Can be used at the 'Main Menu' to change selection.</i>



X-Box Controller

<i>Left Thumb stick</i>	<i>Use the 'Left Thumb stick', while in game to move the appropriate direction. Can be used at the 'Main Menu' to change selection.</i>
<i>D-Pad</i>	<i>Use the 'Up' and 'Down' buttons on the D-Pad, while at the 'Main Menu' to change selection.</i>
<i>A</i>	<i>Press the "A" button, while in game to fire notes (Hold for Rapid Fire). Can be used at the 'Main Menu' to make a selection.</i>

Main Menu

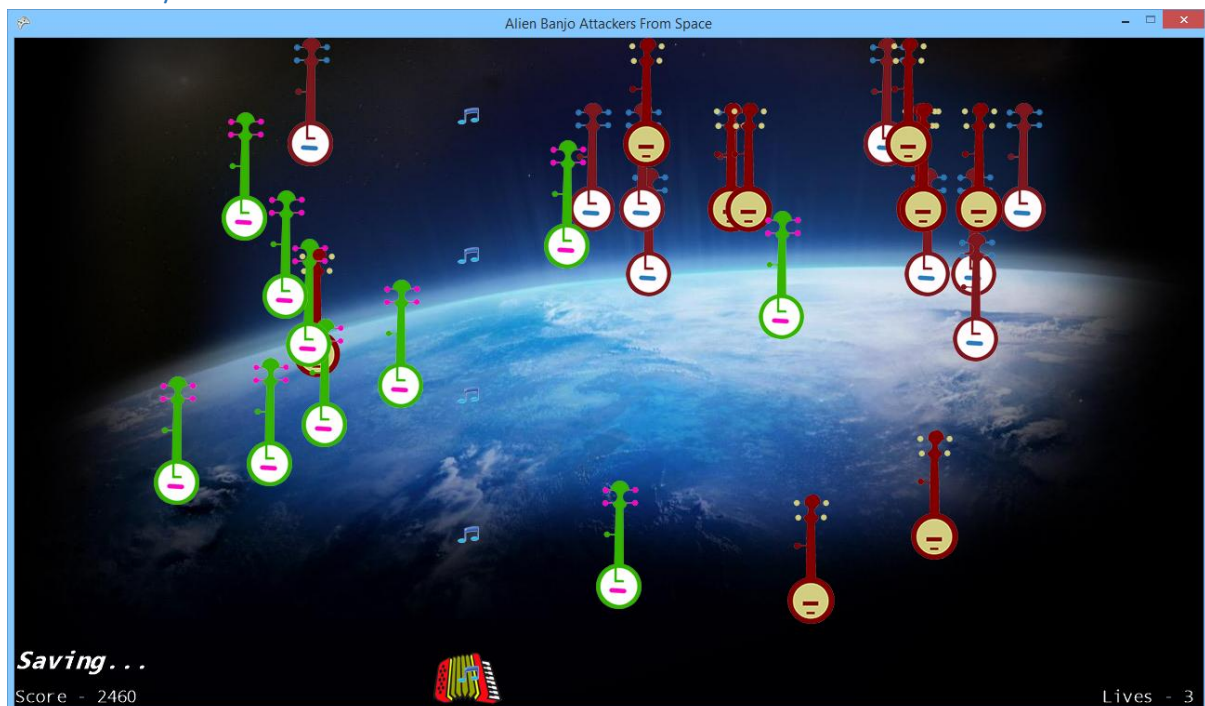


The player is able to cycle Up/Down the options using either the Up/Down keys on the keyboard or the Up/Down buttons on the D-Pad of the X-Box Controller.

Then, making a selection by either pressing the Space/Enter keys on the Keyboard or the 'A' button on the X-Box Controller.

<i>Play</i>	<i>Selecting the 'Play' Option sends the player in the Game.</i>
<i>Load</i>	<i>Selecting the 'Load' Option sends the player in the Game from the latest save point.</i>
<i>Exit</i>	<i>Selecting the 'Exit' Option closes the Game window.</i>

In-Game / HUD



In-Game the user has to defend themselves from constant oncoming waves of Banjos; there are 3 different types of Banjos.



Plain Banjo

This Banjo moves from left to right. When it reaches the edge of the screen it drops down and then moves back...etc

If it reaches the bottom of the screen or collides with the player a life is lost.

Destroying this Banjo the player is awarded 10 points.

Hunter Banjo

The Hunter Banjo will behave like a plain Banjo for five seconds and will then move towards the player.

If it reaches the bottom of the screen or collides with the player a life is lost.

Destroying this Banjo the player is awarded 20 points.



Deadly Strummer

This Banjo moves towards the player as soon as it appears. It moves faster than the Hunter Banjo.

If it reaches the bottom of the screen or collides with the player a life is lost.

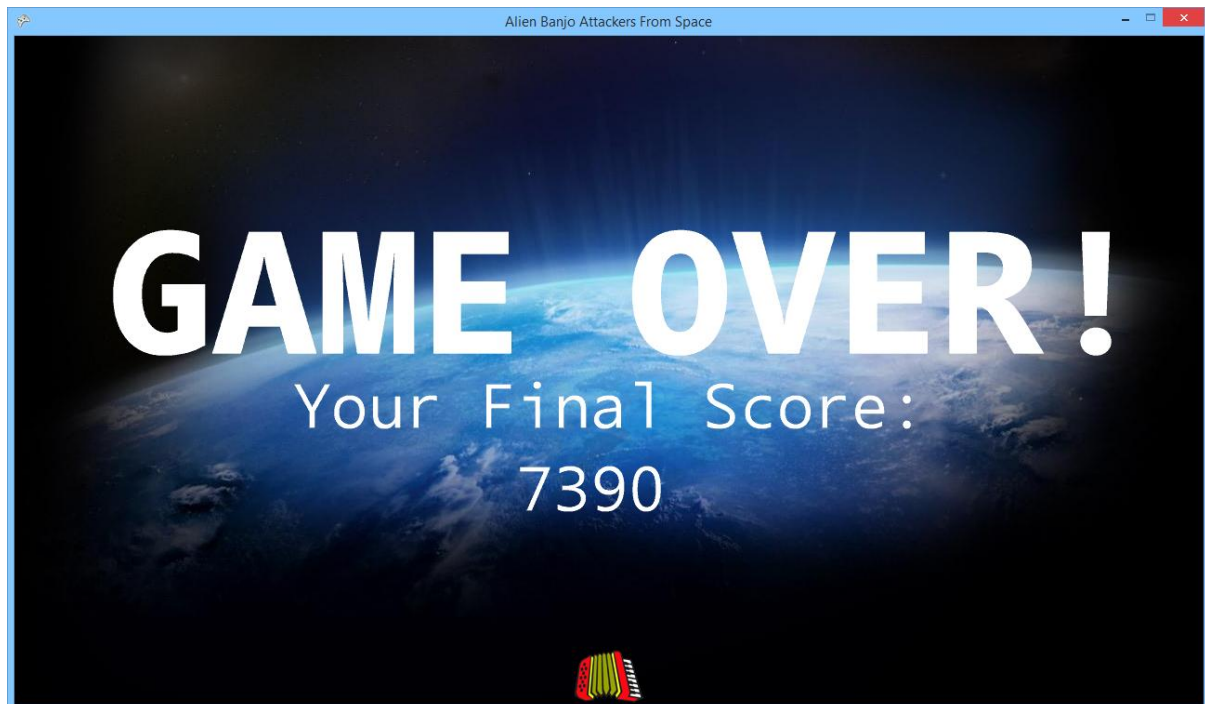
Destroying this Banjo the player is awarded 50 points.

'Player Score' can be seen on the bottom left side of the screen, and is updated with each Banjo destroyed.

'Player Lives' can be seen on the bottom right side of the screen, and is updated with each Banjo that either collides with the player or reaches the bottom of the screen.

'Saving' can be seen just above the 'Player Score' and only appears when the 'S' key is pressed to save the game.

Game Over



When the Player runs out of lives the Game is over and the 'Game Over' screen is displayed. Showing the Player's final Score.