6 Guys, 1 Asteroid

User's Manual

Background

Game Implemented by Team 5 of ECSE 321-Winter2013 – McGill University, Montreal, Quebec, Canada

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Background Information:

> The objective of the project was to re-create an improved version of the classic arcade game *Asteroids.* The improved game maintained all the classic features of the original game such as asteroids, aliens, a moving ship, and projectiles to break up and destroy the asteroids. The improved game has many extra features that will be covered in the following user's manual.

Audience:

> The system should appeal to users of all ages. Users with very little computer experience should be able to use the application. The game interface should be designed in a way to engage people who are familiar with the game itself, but without any other additional knowledge to use this interface.

> If you have any questions or concerns, please contact one of the implementers at www.github.com and find one of the @[account name] accounts listed above.

Contents

# The Welcome Screen (main menu)

The first thing that will pop up after running the game is the Welcome Screen:


The Welcome Screen has two text fields. Enter your username in the field beside the "Single Player" button, and if you are going to play in the 2-player mode, enter the username of the second player in the field beside the "Dual Player" button.

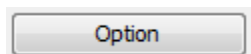Usernames can be any string of characters that you like.

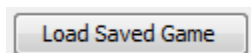The Welcome Screen also consists of five buttons:
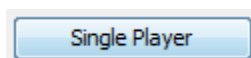
    If you are playing by yourself, this button will launch the single player version of the game.
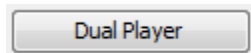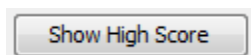
    If you are playing with a companion, this button will launch the 2-player version of the game.

    The Option button will bring you to the options menu.
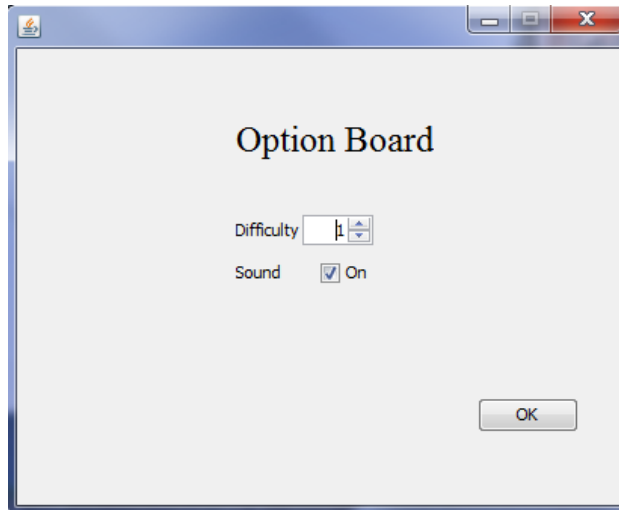
    If you have previously saved a game on the same computer in which you are running the game, you may find it using this button.

    For those of you who are competitive, this button will bring you to the high score table, where you can find how well you rank among other users.

The Option Board (menu)

You can reach the options menu from the Welcome Screen by clicking on the "Option" button. From here, you can change the difficulty setting and turn the sound on or off using the checkbox.

Press OK to return to the Welcome Screen (main menu).

Difficulty setting:

Difficulty Range: 1 -10

The difficulty setting will increase the number of asteroids that appear at the start of every game. After eliminating all asteroids, the difficulty level will automatically increase by one.

Score Board

The scoreboard displays previous high scores.

Gameplay

Objective

The objective of the game is to destroy all asteroids and alien ships. Every time you destroy all the asteroids on the map, the difficulty will increase by one and a new set of asteroids will be generated. There are ten levels of difficulty and your goal is to make it through all ten. Good luck commander, and make sure to look out for bonuses to help you along the way!

Objects

Main Elements

Spaceship: This is your spaceship. It is your duty to protect it by destroying all asteroids and enemy alien ships. You can do this by firing your laser.

Asteroid: This is an asteroid. They come in three different sizes. The largest will break up into three medium asteroids when hit with a projectile (laser). The medium asteroids will break up into three small asteroids when hit with a projectile. The smallest asteroids will be eliminated when hit with a projectile.

Projectile (laser):   This is your weapon. You will fire these projectiles at enemy ships and asteroids. However, enemy alien ships possess the same projectile and it can destroy you too. Avoid them at all costs.

Alien: This is the enemy's ship. Destroy all aliens before they manage to destroy you!

Bonus Power Ups

Extra Life: Recharge your ship with an extra life. Every time you run into one of these, your life count goes up by one.

Shield: Run into this power up for an invincible shield against alien projectiles and asteroids. Be careful though, the shield does not last forever.

Weapon: Upgrade your weapon to add two more projectiles to each shot.
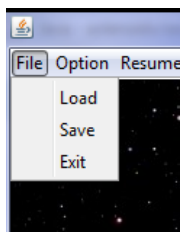
Game Screen

The game screen consists of the map, where the game is played, as well as the game menu.
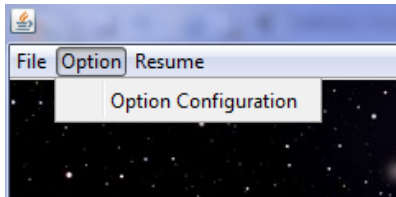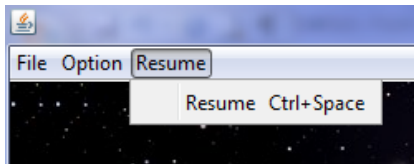
Game Menu

File Menu

The file menu gives you the options to load/save a game, or exit the current game.

Option Tab

The Option Configuration will bring you to the Options Menu.

Pause/Resume

Pause the game can be accomplished by holding down Ctrl+Space. To resume, either use the resume tab in the game menu or hold down Ctrl+Space again.

Ship Information

The ship information displays your current difficulty, how many lives remain for your ship, which player is playing (either 1 or 2) and the current player's score.

Game Controls

Control keys	Action	
W	Accelerate	Your spaceship fires its thrusters and speeds up in the direction that it is pointing. It will naturally slow down back to rest if you let go of the key.
S	Reverse Accelerate	Your spaceship fires its reverse thrusters. The action performed is the same as Accelerate, only it is performed in the opposite direction that the ship is pointing.

| A | Turn Counter-Clockwise | The ship will spin in place until you let go of the key. Spinning action is independent of ship translation. |
| D | Turn Clockwise | Same as above |
| Enter | Fire | This action fires projectiles that will break a apart/destroy asteroids as well as destroy alien ships. |

Gameplay is almost the exact same for both "single player" and "dual player" modes, with the following exception:

Dual Player Mode

In Dual player mode, each player takes turns playing. The first player will play until their ship explodes, then the second player will have to jump on the controls and play their turn. When their ship explodes, the players have to switch again.

Load/Save Game

Make sure that you save your game in a location that you can remember for next time!
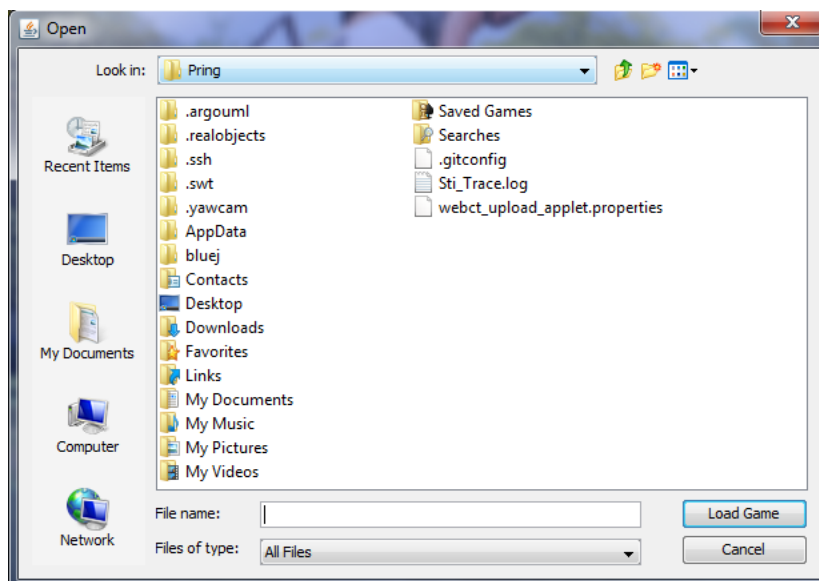
The save/load game buttons will bring up the directory you are currently in. Choose the .JAR file with the correct name to load your saved game.

Known Bugs

Unfortunately, there are some known bugs in the game, none of which is significant enough to interrupt game-play however, you may notice them while playing. They are as follows:

- You can infinitely accelerate in reverse. This should not affect your play as you will probably want to fire in the direction you are moving.

- On occasion, the aliens' lasers will not fire. Use this to your advantage, and consider yourself lucky!

Enjoy 6 Guys, 1 Asteroid!