Michael Kytka and Eli Frye

Dr. Birmingham

Games I

12/09/2015

Game Walkthrough/Report

The goal of the game is to score as many points as possible before eventual destruction of the user’s ship. In each level, the user is to destroy all of the minion spaceships. Once the spaceships are wiped out, he or she will battle a boss. The termination of the boss results in advancing to the next round.

Using the left and right arrow keys rotates the ship in either direction. The up arrow accelerates the spacecraft in its facing direction while the down arrow accelerates it in the opposite direction. If a player picks up a power-up with an “E” on it, it means that he has picked up an EMP blast for use at his or hers discretion. Possessing multiple EMP blasts is possible. In order to execute a blast, the user must press the ‘e’ key. A power-up with an “S” gives the player a shield which becomes automatically executed at the time of acquisition.

We have three cheat codes that a player can use for added excitement. For infinite shield throughout the game the code is “FORCEFIELD”. The ability to use an infinite amount of EMPs is “STARSHIPPRIME”. Finally, the code “MAIMAN” gives the user giant sized bullets like the boss uses.

We have designed this game to be as quick as possible without any noticeable lag using the techniques taught via class such as avoiding the C++ STL library in favor of utilizing standard arrays on the stack. The key game design methodologies such as tension and release as well as proper game flow have been used.