

Smash Mania Player's Guide

CS4303 - Video Games

Player's Guide

Objectives

- In Smash Mania, you must survive an ever-growing police chase while running over as many pedestrians as you can.
- You must survive as many waves as possible without letting the police catch you!
- A wave is completed when all humans have been run over.
- Earn cash from eliminating police cars and killing humans to unlock new cars and abilities from the item shop!
- A life is lost if a police car catches you!
- The game is over when you lose all three lives.
- When a run is over, you will lose your cash balance. However, you will keep any cars or abilities unlocked during your game. This allows you to slowly unlock all the abilities and higher performance cars to reach new highest waves!
- Developer's tip:
 - Purchase the off-road tyres first and then save up for the boost ability to be able to race around the map. This will make progressing through the early stages of the game much easier!

Rules and Mechanics

- Varying cash rewards are earned for different circumstances:
 - £100 is earned for each human run over.
 - £50 is earned for each human killed with a lethal ability.
 - £100 is earned for destroying a police car with an ability.
 - 1.5x cash is awarded for running over humans using the ambulance!
- The ambulance is the slowest car and has the worst grip and turning circle but can be a smart investment to earn cash faster to unlock new abilities.

Abilities

- Off-road tyres can be purchased from the item shop which will allow you to drive on the grass with the same grip and speed as on the road.
- Without these tyres, your car's performance is restricted when crossing grassy areas of the map. Different cars will react differently to the terrain.
- All abilities can be bought for £5,000 in the item shop.
- The boost power up is activated with the space bar and has the shortest cooldown of all the abilities (5 seconds). It is perfect for escaping tricky situations.
- The next ability is the pulse. Activated with the 'E' key, the pulse will liquify anything within range and can be used every 30 seconds. This power up can save you from a collision if used in time!
- The final ability is the air strike which can only be used once per wave. By pointing and clicking any point on the map, a cluster of bombs can be dropped on humans or police cars wrecking anything in its path.
- By unlocking more abilities you grow your arsenal to tackle the waves of police cars. Since police cars will get faster each wave and additional police cars will spawn as the waves go on, smart use of the power ups is key to achieving high waves.

Controls

- Use the WASD keys to drive.
- When the boost is unlocked, it can be activated using the spacebar.
- When the pulse is unlocked, it can be activated using the 'E' key.
- When the air strike is unlocked, it can be dropped by pointing and clicking on an area you want to destroy.
- Navigate through the various pages of the game by clicking on the buttons in the databar at the bottom of the screen.

Developer's Guide

Tools

- Various tools have been implemented to aid in both development and testing which can be used to evaluate different aspects of the game.
- When developer tools are turned on from the homepage:
 - The bottom row of keys on the keyboard ('Z' through '/') can be used to jump between the different game states which can be used to see how each page behaves without reaching it naturally.
 - The arrow keys can be used to instantly change the type of car you play as:
 - Up will select the standard car; the minivan.
 - Left will select the ambulance.
 - Down will select the red sports car.
 - Right will select the blue Formula 1 car.
 - The number keys 1 through 7 can unlock each of the item shop items:
 - 1 will unlock the ambulance.
 - 2 will unlock the sports car.
 - 3 will unlock the Formula 1 car.
 - 4 will unlock the off-road tyres.
 - 5 will unlock the boost.
 - 6 will unlock the pulse.
 - 7 will unlock the air strike.
 - To see how the item shop works without having to earn all the cash, you can use the 0 key to add £1,000 to your balance.
 - Finally, the '-' key will award the player an extra life which is useful to be able to test the various implemented features without worrying about losing the game.