SPACE WARS GAME INSTRUCTIONS

Description:

*This game is a classic space shooters game that aims to destroy the enemy ships in order to reach the highest level possible. My version of this game allows a player to have a shield with a protection of 5 for each level. Therefore as long as you clear the enemy fleet before your ship is hit five times you move forward to the next level. There are two power ups you can get as well one gives you more shield while the other allows you to shoot two lasers at a time. There are ten levels that get harder as they go up. Finally your ship can move left, right, and, up and down as well (check out the **ship mobility** section for specific controls). Sounds, sound effects, and music are present throughout the game so have fun and see how many levels you can complete!*

HOW TO STAR/RESTART:

When the game first loads a start screen will appear. Press any key to generate the game to start wherever you are ready to start playing.

*If your ship is killed before reaching level ten and you would like to try again you must select the **"R"** key in order to clear the start screen and begin playing again from level one.

SHIP MOBILITY:

There is a classic key system to moving your single player ship.

Shoot = <u>space bar</u>
Up = <u>up arrow key</u>
Down = <u>down arrow key</u>
Left = <u>left arrow key</u>
Down = <u>down arrow key</u>

POWERUPS:

1. **Double shot Powerup**: this powerup will give the player ship the ability to shoot two lasers at a time until it is hit by a ship from the enemy fleet

    This is the image you want to try to capture with the player ship in order to obtain this powerup.

2. **Shield Boost**: this powerup allows you to add one meter to your shield so if you are in trouble you will have a little help

 This is the image you want to try to capture with the player ship in order to obtain this powerup.
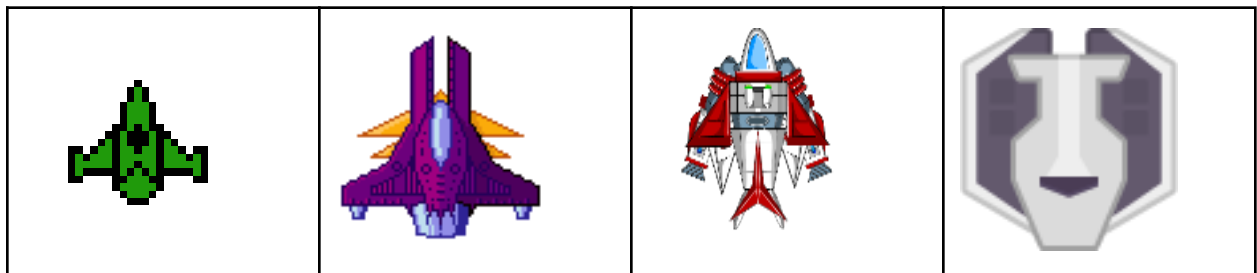
Scoring:

The number of **points** you get for hitting **enemy ships changes** throughout levels. While for the added shield powerup you will receive # points and for the double shot powerup you will receive # points.

While the **shield powerup** gains a player **100 points**. The double shot powerup gains a player 500 points.

Enemy Ships:

These are all the enemy ships…

Levels:

There are ten levels. You can only move on to a higher level when you clear the entire fleet from your current level. A player **wins** when they **successfully complete level 10**.