



Tutorial

Space invaders game is a classic arcade style 2D shooting game wherein the player spaceship shoots the enemies while avoiding their attacks. This tutorial begins with the overview of game progression, after which the explanations for the controls and available options are followed.

Overview of Game Progression

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Overview of Game Progression

The game is comprised of four phases, whose difficulty is incrementally raised after each phase. Introducing more advanced enemies and bosses, the game is made progressively challenging. The game progression can be best illustrated as follows.

Phase 1

- 40 enemies (Type 1)

Phase 2

- 40 enemies (Type 1 + Type 2)
- Boss 1

Phase 3

Phase 4

- 40 enemies (Type 1 + Type 2 + Type 3)
- Boss 2
- 40 enemies (Type 1 + Type 2 + Type 3 + Type 4)
- Boss 3

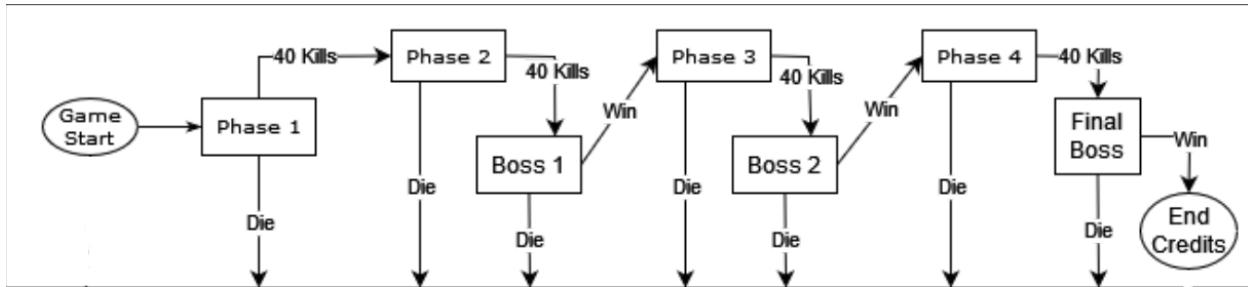


Fig. 1. Overview of the Game Progression

Enemies and Bosses

Each phase introduces a new type of enemy. Their characteristics are as follows.

Type 1: static and don't shoot

Type 3: dynamic and don't shoot

Type 2: static and shoot

Type 4: dynamic and shoot

Starting from Phase 2, each phase culminates in a boss. Their characteristics are as follows.



Fig. 2. Bosses

Boss 1: It has many turrets that shoot cannons and lasers in all directions.

Boss 2: It deflects attacks on most of its surface, and has a small vulnerable area. It means that if the player's laser hits the areas other than the vulnerable area of the boss, its HP won't decrease. It can shoot homing missiles along with other various attacks.

Boss 3: To kill the boss, one must attack specific vulnerable points in a specified order. Otherwise, attacks are ignored. The vulnerable points blink. The final boss has a special attack, pulling asteroids from behind the player to attack. If the player evades, the boss may be hit. It can also shoot homing missiles.

Controls and Available Options

Controls

All that the player can control their spaceship are moving left, moving right, and shooting. By default, the corresponding keyboard buttons are

left arrow key = moving left right arrow key = moving right space = shoot

The keybind can be changed via Settings from the main menu, which will be explained next.

The player can pause the game at any time of the game, and from the pause menu, they can either resume the game or quit to the main menu.

Available Options

From Settings in Main Menu, the player can make changes to the audio, controls (keybind), and appearance.



Fig. 3. Audio Option

Adjust the slider to adjust the volume of respective sound types.

- Master refers to every sound of the game.



Fig. 4. Keybind Option

Select the action that you want to change its corresponding button and click Enter. Press any key



Fig. 5. Appearance

Select the skin of the player spaceship you like and press Enter.

- Sounds refers to sound effects made upon certain actions and phenomena (eg. sound effect for shooting laser).
- Music refers to the background music played throughout the game.

From Achievements of Main Menu, the player can view the past scores of their previous games alongside their respective timestamps.



Fig. 6. Highscore Board