User manual

Gravitate is a vector game in which the player takes control of a spaceship equipped with only a simple firing system, and a tractor beam that will serve as a shield against enemy projectiles, the player must move through a solar system in the that will be chased by a couple of enemies, entering the various planets and eliminating all the enemies that are on the surface of it.

In addition to the enemies, the player must pay attention to the amount of fuel he has, since if it runs out, he will lose the game regardless of the number of lives he has, to avoid this the player must collect the fuel boxes scattered throughout the planets.

Regardless of the number of planets cleared, the game will end once the enemy space station is destroyed, or when the player runs out of lives or fuel.

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Index

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Installation and launch guide

1- The game is distributed in a compressed file format, so the user must first have a program to decompress the file (WinRar, 7Zip).

2- The game file can be unzipped to a specific location, or moved to that location after unzipping, this will not affect the game, as long as the internal files are not modified in any way.

3- Once you have saved/stored the game where you want, to run it you must start the executable Gravitar.exe (double click or select it and press ENTER).

4- Once the game starts, two windows will be displayed automatically, showing one above the other, the one shown above the other is the one with which the user will interact throughout the game. The other window should be ignored, as closing this one will cause the game to crash.

5- Enjoy playing Gravitate.

Controls

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First Screen

Selection Number of Players
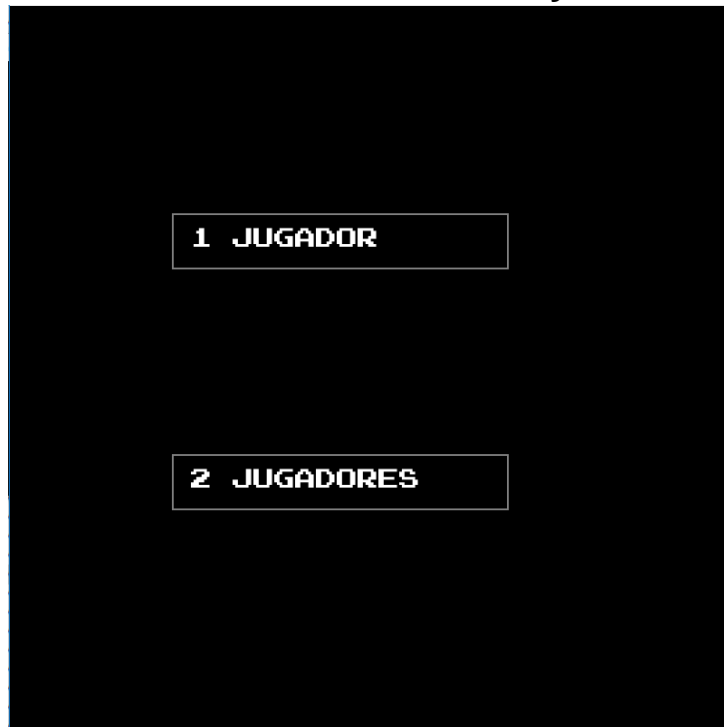
In this screen, the selection of the number of players that will be present simultaneously will be made. The screen will not respond to any keyboard input except for the ESC key which will close the application, so the selection will be done via the mouse.

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Second Screen

Login / Sign up

On this screen, the selection of whether the user wishes to log in or register will be made, it also has the option of returning to the previous screen (First screen). The screen will not respond to any keyboard input except for the ESC key which will close the application, so the selection will be done via the mouse.

The second image represents what will be seen when the 2 player option is selected and "Player 1" is already logged in or registered.

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Third Screen

Login

On this screen, the user must enter their username (NickName) and password, which will remain hidden by asterisks ("*"), in the respective boxes.

If one of the entered fields is not correct, the message "ERROR" will be displayed at the top of the screen, as shown in the image to the right. The same will happen if the player does not have credits to play, the message displayed in this case being the following: "NO CREDITS".

This screen does have keyboard shortcuts, these being the "TAB" key to change the selection of the box in which you want to write, the "ESC" key which in this case will return to the previous screen (Second screen) , this can also be done by pressing the "CANCEL" button and finally the "ENTER" key which will execute the validation of the entered fields, if these are correct the game will proceed, as long as all the players have logged in , this can also be done by pressing the "OK" button.

If the user name and password are entered, the administrator mode screen (Fifth screen) will be accessed.

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Fourth screen

Sign up

On this screen, the user must enter all the pertinent data for the record, in the respective boxes.
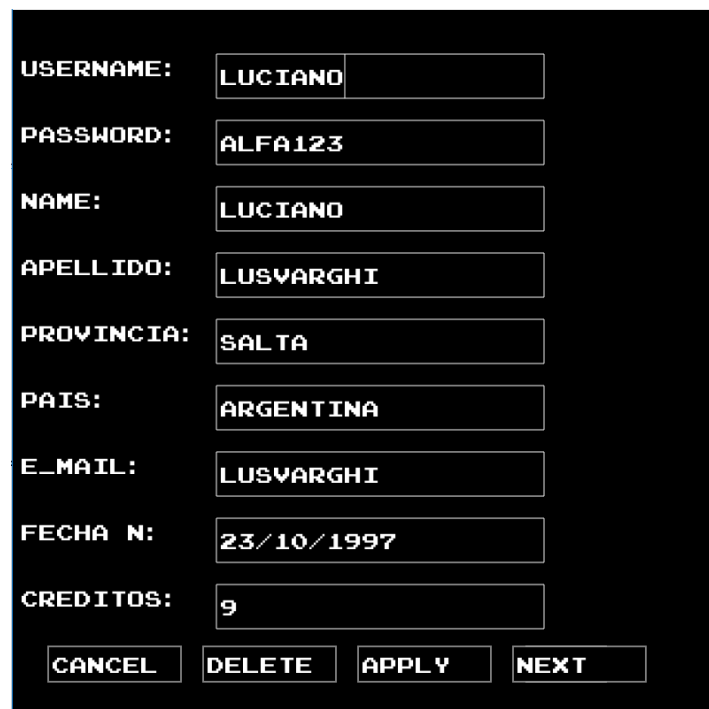
In case the username you choose is not available or the requirements of the fields are not met, the message "ERROR" will be displayed at the top of the screen.

This screen does have keyboard shortcuts, these being the "TAB" key to change the selection of the box in which you want to write, the "ESC" key which in this case will return to the previous screen (Second screen) , this can also be done by pressing the "CANCEL" button

As long as all fields have been filled in correctly and all players have logged in, the game will proceed.

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Fifth Screen

administrator mode

This screen is reserved for the administrator, as shown in the image, this screen shows all the user information, which can be modified at the discretion of the administrator.

To apply the changes, you must press the "APPLY" button and if any field does not meet its requirements when modified, the message "ERROR" will be displayed at the top of the screen, otherwise the error will be displayed. next user.

Pressing the "DELETE" button will erase all the information of the user that is being displayed and will move on to the next user.

The "NEXT" button is used to change the display of the different users. If there are no more users to view, it will automatically go to the previous screen (Third screen).

Pressing the "ESC" key or pressing the "CANCEL" button will go to the previous screen (Third screen).

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Sixth Screen

## Presentation and Scoring Table
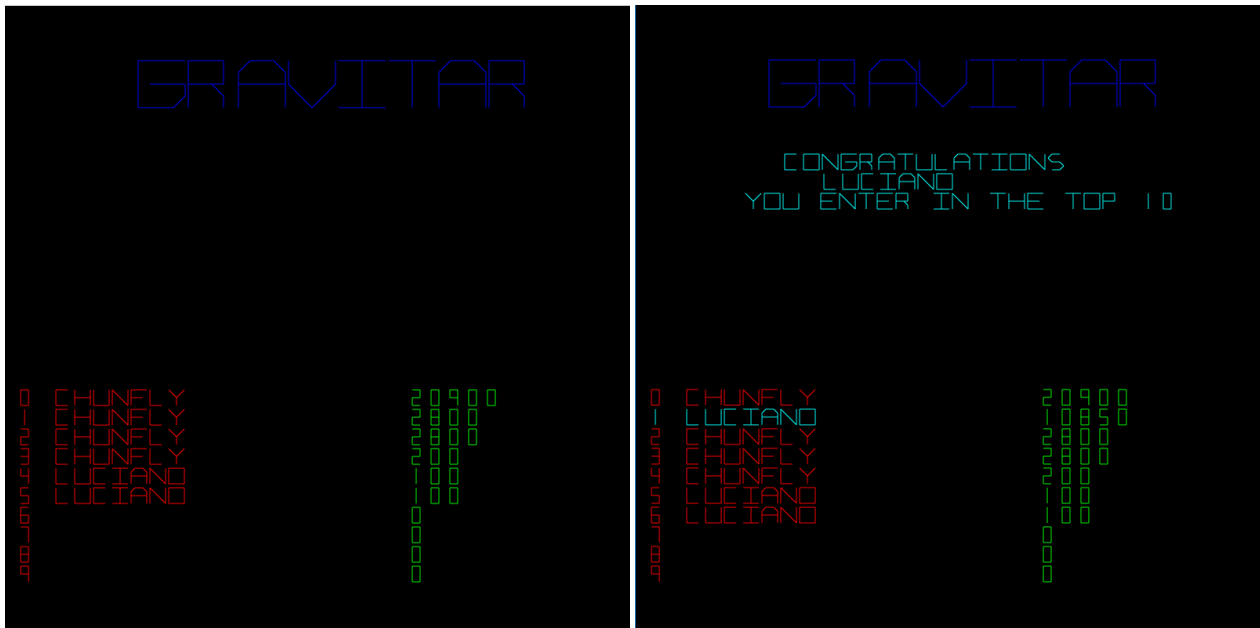
On this screen you can see the name of the game, followed by the score table, this screen is shown before and after starting a game.

Additionally, the screen when displayed after a game will tell the user if they have entered the top 10 of the score table or not, and if this is the case, it will highlight their name in it as seen in the image on the right.

The screen does not have keyboard or mouse commands, except for the "ESC" key that will close the program and lasts 5 seconds.

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Seventh Screen

Solar system
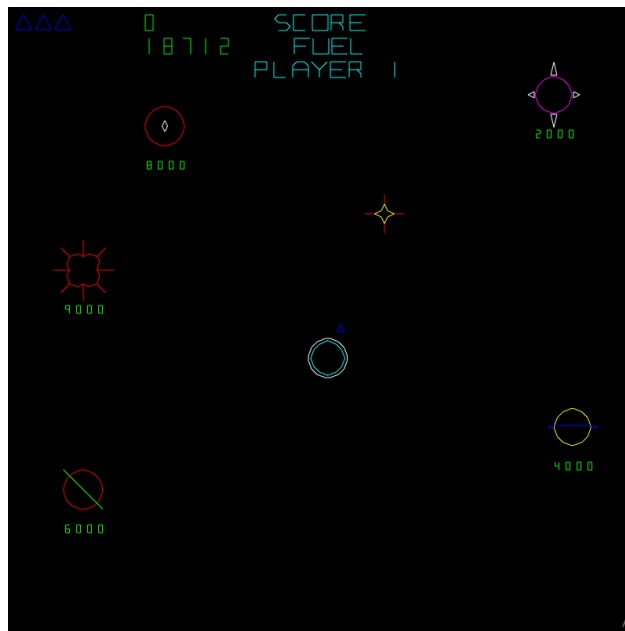
Game screen, through this the player will move between the different planets and enter them to eliminate all the enemies that he has (Ninth Screen), having to be careful with the star of the system, which exerts a gravitational force towards itself, and if the player comes into contact with it, it will die, additionally there will be 2 enemies that will appear in an indeterminate time frame from the enemy space station, these enemies will seek to hunt the player, so they will go where he is is found, launching projectiles in the process and if one of these hits the player, he will die unless he has the "tractor" activated at the time of the collision. If one of the enemies collides with the player, they will enter the 1VS1 combat mode (Eighth screen). The player will bounce off the edges of the screen

The number of lives the player has is shown at the top left of the screen, to the right of these is the player's current score, and below that is the player's fuel.

In the upper central part, below the words "SCORE" and "FUEL", it is shown which player is in control of the ship, this text will change after 5 seconds and will show the score that the player must obtain. player to gain an extra life.

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Eighth Screen

1vs1 combat

This screen is designed to develop a 1VS1 combat between the player and an enemy "Sola", this encounter will end when one of the two dies or when the player runs out of fuel. The player will bounce off the edges of the screen.

At the top you can see the same information as mentioned in the Seventh Screen.

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Ninth Screen

Planets
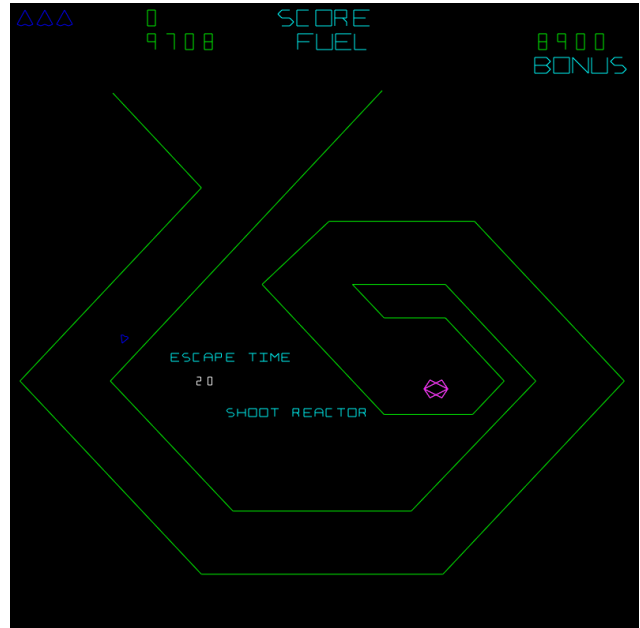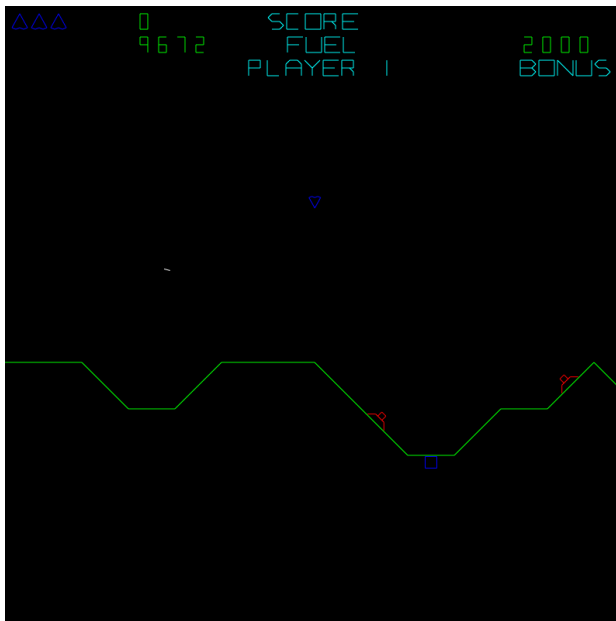
Game screen, in this the player will move through the surface of a planet through a horizontal scroll, being the player's objective to eliminate all the enemies of the level, except if it is the enemy space station, in which he will have to shoot the rector before the time runs out.

In all the planets except the space station and the asteroid, in addition to the enemies that are on the surface, other enemies will appear randomly, which will move around the stage, tending to it at half height of it, and moving horizontally across the screen.

At the top of the screen, in addition to showing what is mentioned in the Seventh Screen, the map score bonus is shown in the upper right corner, which will go down by 100 every 5 seconds. Additionally, in the section that shows which player has control of the ship, the text will change to "MISSION COMPLETE" when all enemies on the surface have been eliminated. This does not apply to the space station.

On all maps, regardless of whether you meet their win condition or not, hitting the top edge of the screen will return you to the system screen (Seventh Screen). If the win condition is met, the planet will disappear from the system

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Tenth Screen

End Screen

Screen that indicates the end of the game with a message of thanks for playing, additionally the user is told how many credits he has left.

The screen lasts 5 seconds.