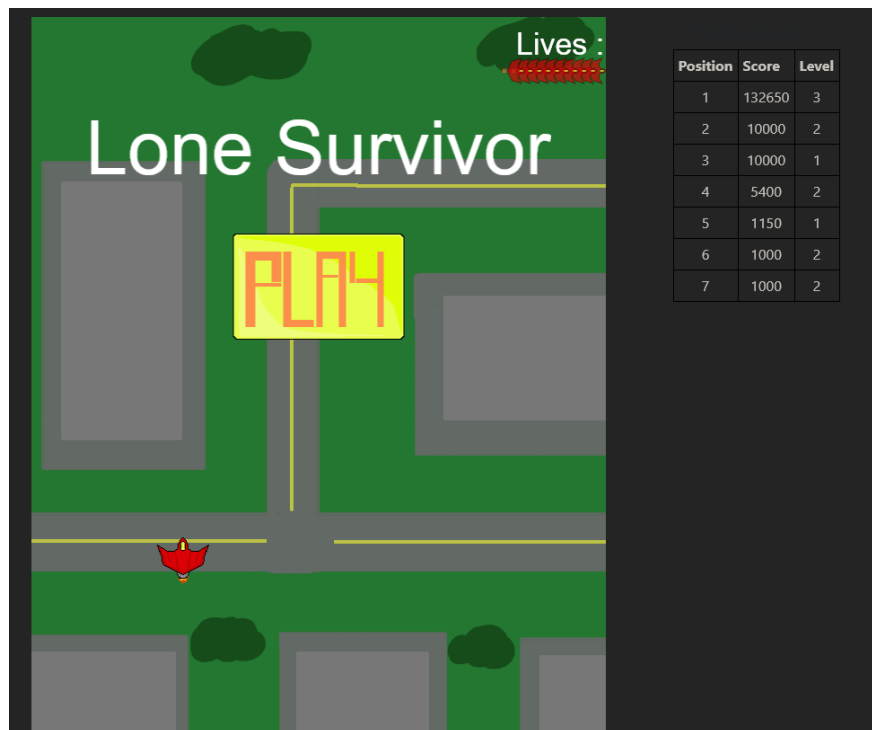


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User Document

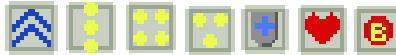
Lone Survivor is an arcade shooter where the player is a pilot and the last of their wing command and has to fend off wave after wave of enemy, fighting to get to their home base. After each wave it gets more challenging until they leave enemy territory and complete the level. At the end of the third and last level the player must defeat the final boss. Each level is a base closer to home and each subsequent levels expand on enemy types and movement. The player only has the gun at their side to survive and their quick wits to out maneuver the oncoming hoard. The longer they survive, the higher the score they will end up with. The player need not destroy every enemy but each one defeated awards points to help them achieve a highscore.



The basic goals that your player has are to gather points, and to survive each level through increasingly difficult hoards of enemy fighters.

The controls that the player has consists of the four arrow keys giving them eight directions of movement. The player also can shoot their automatic weapon by holding down the space bar and drop a powerful bomb with the b key. Additionally, the player can pause and un-pause the game with the p key.

The following are pickups for the player to find dropped from enemies. From left to right the first gives the player increased movement speed, the second gives the player increased fire rate on their the current weapon, the third changes the players weapon to 2 parallel shots and the forth changes the player the player's weapon to a spread shot, firing 3 bullets, the fifth adds a shield to the player which absorbs a single hit, the sixth heals the player for one hit and the last restores a single bomb back to the players bomb count. These items are very valuable clearing out enemies as the levels get tougher and enemies more numerous.



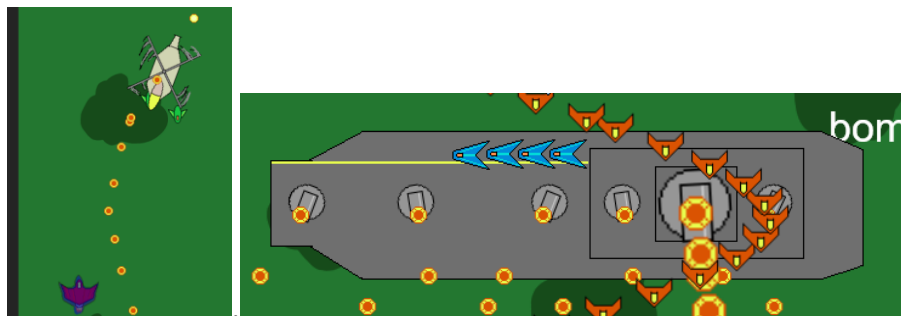
For the player to progress further in the game, and to gain more points and achieve higher difficulties, they must wait for the timer at the top of the screen to finish to progress to the next level which will contain more difficult enemies, as well as more numerous enemies. When a level ends the player gets additional score based on the number of lives remaining, 1000 points per life.



The enemies in Lone Survivor each have a distinct move pattern that they follow as well as appearing in later levels. Going from left to right, the enemies use the following patterns: the blue fighter travels in a straight line quickly towards the top of the screen to the bottom, the orange one follows the pattern of a weaving pattern moving back and forth across the screen, the gray one zigs and zags across the screen, making sharp turns, and the green one moves in jerky side to side movements randomly forming a swarm of enemy fighters for the player to navigate.



The bosses in the game are designed to mix up the game play and give the player an additional challenge to test their skill. The helicopter is designed to dart around and shoot directly at the player. It has a low health pool but can be difficult to defeat in the midst of the enemy planes still spawning. The gunship is the final boss, it has many guns that fire in various patterns towards the player and a large health pool that makes the fight a true test of the player skill in a war of attrition



The program uses some design patterned presented in the section 2 of Android Game Programming by Example by John Horton