

Altered Modes – Documentation

Freeway

invisible_mode: Colors all cars invisible.

strobo_mode: Each car changes color randomly every timestep.

phantom_mode: Each car changes color from black to invisible approximately every second.

blinking_mode: Each car changes color randomly approximately every second.

speed_mode: Each car drives at speed 2 (default).

Pong

left_up_drift: Makes the ball drift left up.

speed_ball: Makes the ball move faster in every direction.

slow_ball: Makes the ball moves slower in every direction.

jump_ball: The ball jumps to a random position in the middle of the field every 200 timesteps.

jump_enemy: Enemy jumps to a random position every 200 timesteps.

mirror_enemy: The Enemy is always at the same y-position as the player.

Ms Pacman

slow_ghosts: The ghosts go one step back every 3 timesteps.

ghost_reset: The ghosts jump back to their start position every 200 timesteps.

fruit_pretzel: Spawns a pretzel as fruit.

fruit_orange: Spawns an orange as fruit.

fruit_banana: Spawns a banana as fruit.

fruit_strawberry: Spawns a strawberry as fruit.

fruit_apple: Spawns an apple as fruit.

fruit_pear: Spawns a pear as fruit.

immortality: Player has infinitely many lifes.

fruit_display_glitch: 3 smiley symbols appear at the fruit display.

set_level_3: Sets the game level to 3.

player_respawn: The player jumps to start point every 300 timesteps.

ghost_snake: The orange, cyan and pink ghost follow the red ghost in a line.

player_shield: The player can't be caught by ghosts. If any ghost is next to the player, it respawns at the starting point.

Space Invaders

less_aliens: Just the two upper rows of aliens are spawned.

triangle_aliens: The aliens spawn in a triangle shape.

square_aliens: The aliens spawn in a square shape.

frozen_aliens: The aliens always stay at the same position.

frozen_satellite: The satellite always stays at the same position.

no_shields: All shields are disabled.

blue_background: Sets background color to blue.

-> Problem: For some reason the player is not possible to shoot rockets anymore.

immortal: Sets lifes always to 3. The player can't die.

machine_gun: Sets the y-coordinate of the rocket iteratively to different values, so that all targets in that column are hit. The x-coordinate of the bullet is controlled by the player.

missfire_mode: Sets the enemies rackets to the x-positions next to the player, so that they never hit the player.

invisible_shield: Always respawns the enemies' rackets if its y-position is next to the player and set its x-position to the actual x-position of the player. The player is never hit.

IceHockey

wind: Randomly wiggles the ball