Background Story

Since 2014, Islamic State of Iraq and Syria (ISIS) has kept warring to expand their power. They keep recruiting bellicose soldiers and occupy the territory of countries in Middle East. The captives are enslaved by the IS army and people are struggling in the region. The ruthless murdering of ISIS on a massive scale exposes the malicious intent and arouses the indignation of people who love peace all around the world. Countries form allied force and promise to wipe out ISIS from the region on behalf of justice. Now, the action begins…

Intention for Design

Hundreds of governments employees are murdered, innocent citizens are burned to death, foreign volunteers are captivated and executed, astounding terrorist attacks are perpetrated around the world…… All these shocking facts about crimes committed by ISIS in the past one and a half years keep spreading abroad. The basic human rights of the victims can not be protected and thousands of families are displaced. As university students live in modern civilized society, even if currently we don’t have chances to take up arms to protect our peers in another side of Eurasia, we still have the responsibility to stand out to let more people know about the current chaos caused by the atrocities of ISIS and stress the precious of peace. In this game, the players can experience difficulties while wiping out the enemies but if they carry on the fight, finally the enemy would be defeated and justice would ultimately overcome wickedness. We hope everybody can treasure the hard-earn peace and bear the responsibility of protecting and promoting the spirit of peace.

How the game proceeds:

* Start page

This is the start screen showing some general information that grabs players' attention and draws them to play the game. Call of Peace is the name of the game.

* Story page

The story page tells the background of the game. Players can gain an insight into the theme and background of Call of Peace by looking through the story told in the page.

* Instruction

This page will tell the player to choose one plane from the four. Every plane has its own configuration (attack, health, shooting speed, bomb number). Instructions about the operation is also given in this page.

* Fighting
  + Player Input:
    - Key UP, DOWN, LEFT, RIGHT to control the movement of the player’s plane.
    - Key ‘Z’ for shooting.
    - Key ‘X’ for Using Bomb
  + Game Logic:
    - Player can shoot and try to kill the enemies and get scores. Through killing the boss, the player can win the game.
    - The enemies fly towards the player’s plane with a random parameter. Hitting can lead to death of the player.
    - The boss appears after a specific number of enemies get killed. It shoots towards the player’s plane.
* Game End
  + If the player loses, the current score will be shown and the player can choose to restart the game.
  + If the player wins, a congratulation message will be displayed. The intention for designing the game will be shown. The player can choose to replay the game.