

G21 - PPKoski Raid - Manual

About

This is an arcade style game about flying your jet over the river, shooting bad guys and incrementing your score, kind of like in the classic game "River Raid". Your goal in the game is to survive as long as possible without losing your extra jets. The game gets harder in each stage (divided by bridges), there are more enemies and your jet speeds up the further you get. If you get hit by enemies or their fire, the terrain, or if your fuel runs out, your jet meets its fiery death.

You will encounter the following things in the game:

- Enemy Helicopter, moves to block your way and shoots straight forwards, it is weak and doesn't reward you with many points.
- Enemy Jet, moves fast forward straight forwards and shoots multiple bullets aimed at your plane, it is weak and rewards you with a small amount of points.
- Enemy Tanker, moves left and right and blocks a fairly wide portion of the river, takes quite many shots and rewards you with a fair amount of points.
- Bridge, at the end of every stage, takes a lot of shots to destroy and rewards you with a lot of points.
- Fuel Depot, the only friendly units you'll encounter, flying over them refuels your ship, you can't destroy them or crash into them. Be sure to look out for them when you're running low on fuel.

Controls

Navigate menus - up and down arrows, and enter

Exit game really quick - escape

Move your ship - left and right arrows

Accelerate/slow down - up and down arrows

Shoot - Z key

Menus / Interface

The game starts by asking your name, this will be used for the high scores automatically once you lose your lives. You proceed to the story screen by hitting enter and to the main menu by hitting enter again.

The main menu has options for "New Game", "High Scores" and "Quit". These options are self-explanatory, you select the option with up/down arrows and hit enter to select them.

In game you have 3 interface elements to pay attention to, in the top left you have your current score, in the bottom left you have your extra jets that you have left and in the bottom right you have your remaining fuel. There is no way to pause the game, only way to exit the current game is to lose all your jets and be taken to high scores, or by hitting escape to quit the whole game.

In high scores you see the top 5 scores, you can go back to main menu by hitting enter.

Technical

The game is built using Processing software and the main project file is game.pde. It has been developed using version 3.3 and it does not require additional libraries. There is a way to enable music if you install Sound library and uncomment all lines with `"//EXPERIMENTAL: MUSIC"` added at the end. This is disabled by default due to difficulties getting the library to work on all developer machines on time.