

How to play the Coolest Alien Shooter Game?

1 Login and Register

The game opens with the login screen. If you already have an account, you can login through the login section on the screen. If not, you can register from the link below the login section.

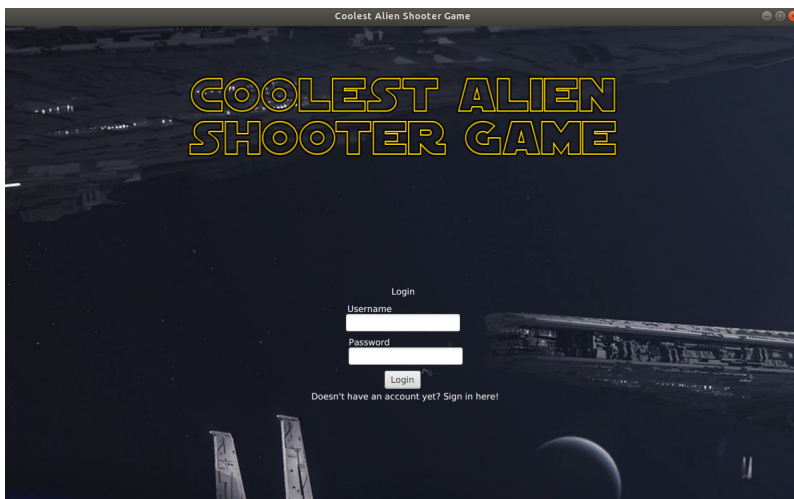


Figure 1: Login screen.

The register menu opens from the text below the login button. When clicked, a pop-up shows up, asking for a new username and a password, repeated twice. If successful, The application informs the user and closes the pop-up.

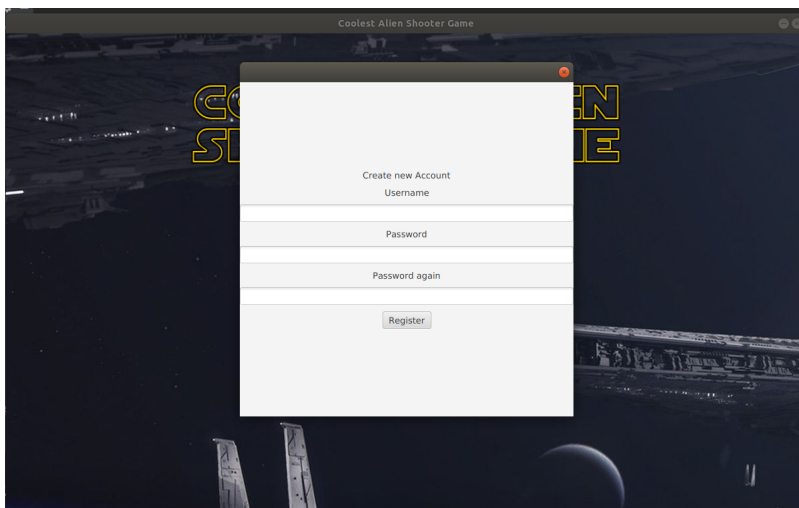


Figure 2: Register popup.

2 Main Menu

After login, the user is directed to Main Menu. In the Main Menu, there are 4 options. The user can start a new game, check the highscores, check the credits and exit the game.



Figure 3: Main menu.

3 HighScores Menu

The HighScores Menu contains three tables for scoreboards. First of them lists the weekly leaderboard, second lists the monthly leaderboard and the last one lists the leaderboard for all times. Each of the lists tables are located in their respective tabs. The user can see any of the tables by choosing its tab. The user can return to Main Menu by clicking the Main Menu button on the bottom left.

The screenshot shows the 'HIGH SCORES' menu. The background is a starry space scene. The title 'HIGH SCORES' is in large, yellow, outlined letters. Below the title, there are three tabs: 'Weekly', 'Monthly', and 'All times'. The 'All times' tab is selected. Below the tabs is a table with four columns: 'Rank', 'User', 'Score', and 'Date'. The table contains 10 rows of data. A 'Main Menu' button is located at the bottom left.

Rank	User	Score	Date
	Test	30000	2020-03-30
	clientTest	1200	2019-06-05
	admin	301	2020-03-28
	admin	300	2020-03-28
	admin	100	2020-03-28
	Test	98	2020-03-30
	Test	90	2020-03-30
	Test	87	2020-04-03
	admin	85	2020-03-28
	Test	82	2020-04-03

Figure 4: HighScores menu.

4 Game

The game screen is opened when the user clicks the New Game button located in the Main Menu.

4.1 Controls

To start the game, the user must click on the player ship.

The user can move the ship with mouse movements and can shoot by clicking.

4.2 Game logic

The winning condition on each of the levels is to survive the attack and destroy the enemy spaceships.

On each hit from a projectile, the health level of the corresponding entity, either the user or a NPC enemy, is reduced until it reaches 0. If the health level reaches 0, the entity dies and is removed from the game screen. When the user dies, a pop-up screen opens up, prompting the user to restart the game.

When a user finishes all of the levels, the game is over. The user can start another game or return to the main screen.



Figure 5: Game Screen.

5 Exit

On the Main Menu, the user can click the Exit button located at the bottom of the button menu to leave the application. When clicked, a pop-up opens up in order to confirm the exit request made by the user. If the user is leaving the application on purpose, they can click the Yes button and leave the application. If not, the user can click the No button and stay in the application.