

# Robo Resistance Force

## User Manual and Testing Document

### Story:

In the future the evil Dr. Zeta is trying to take over the world with an army of evil robots. A small group of resistance fighters fight back for the freedom of the world. They start by going to some of his underground labs to put a dent into his vast army of robots.

### Objective:

The goal of the game is to get to the end of each level with the given number of lives. To beat a level every enemy robot within the level must be defeated first. Enemies are defeated by shooting them with the player's gun until their health is drained. Some enemies will shoot back at the player, be sure to avoid their shots!

### Controls:

There are four buttons on the screen, two on the left side and two on the right. The two on the left move the player left and right, while the two on the right are to jump and shoot. The lower of the two is shoot and the upper is jump.

### Characters:

There are three playable characters in the game that all play differently from each other.



This is the standard character; he has a good mix of fire rate and damage for his weapon.

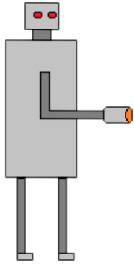


This is the heavy character; he has a slow firing gun that does more damage. He also has more health.

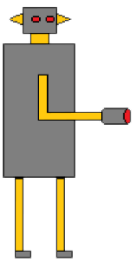


This is the light character; her gun does the least damage but can fire very fast. She also moves faster than the other characters but can only take one hit before losing a life.

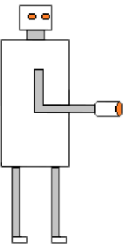
## Enemies:



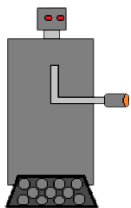
This is a basic enemy. It shoots at the player and has 10 HP.



This is an advanced enemy. It works like a basic enemy but has more health at 15.



This is a shielded enemy; it has an energy shield that must be destroyed before the player can hurt it.



This is an enemy tank. It does not shoot at the player but instead moves back and forth and will hurt the player on contact. It has much more health than other enemies.

Other:



This is the goal at the end of each level. Once all enemies have been defeated, touching it will bring you to the next level.

## Test Plan

Player shoots enemy	Enemy loses health and dies if all health is lost
Enemy shoots player	Player loses health and loses a life if all health is lost
Player falls in pit	Player loses a life
Player loses a life	Player is sent back to the start of the level
Player loses all lives	Player is sent back to the start of the game
Player touches a character on the character select level	This will set what character the player will be once they start the regular levels
Player touches end of level goal	Player transitions to next level if all enemies are defeated
Player beats the final level	Player is sent back to the character select level to start again