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Game Plan

INVASION



ECHONGA TOBBY 151209

Tobby ECHONGA
BSE15BTFT

Table of Contents

Table of figures.....	2
Introduction	3
Menu	3
Story	3
Help	4
Levels	4
Credits.....	5
Pause	6
Quit.....	6
Levels	6
1. Level 1	6
2. Level 2	7
3. Level 3	7
Climbing.....	8
Shooting.....	8
Spikes.....	9
Loser panel.....	9
Winner panel.....	11
Key	11
Line of sight.....	12
Gems.....	12
Heart.....	12

Table of figures

Figure 1	3
Figure 2	3
Figure 3	4
Figure 4	4
Figure 5	4
Figure 6	5
Figure 7	5
Figure 8	5
Figure 9	5
Figure 10	6
Figure 11	6
Figure 12	7
Figure 13	7
Figure 14	7
Figure 15	8
Figure 16	8
Figure 17	9
Figure 18	9
Figure 19	11
Figure 20	11
Figure 21	12
Figure 22	12
Figure 23	12

Introduction

In level 1, the concept of the game is to make the user familiarize with the game. For the soldier to be able to kill all her enemies.

Menu

The menu page looks like a simple menu page when loading it.

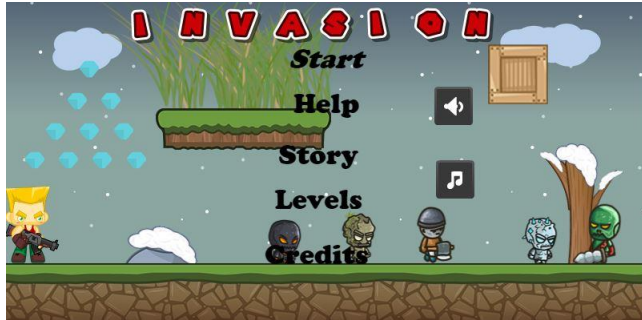


Figure 1

The developer used triggers so that mobile users can have full control and the tapping zone is not limited as showed below in figure 2

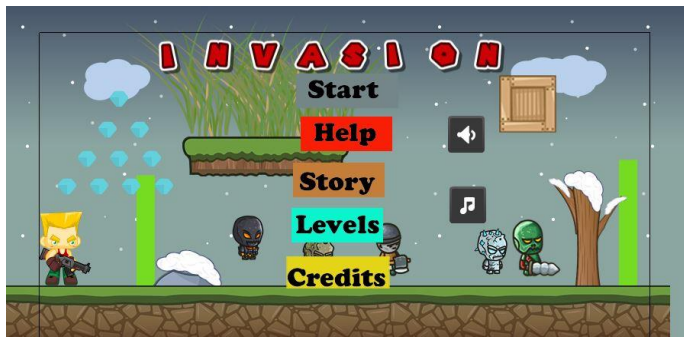


Figure 2

Story

The story page tells the complete game story. Tap the arrow buttons for further reading.

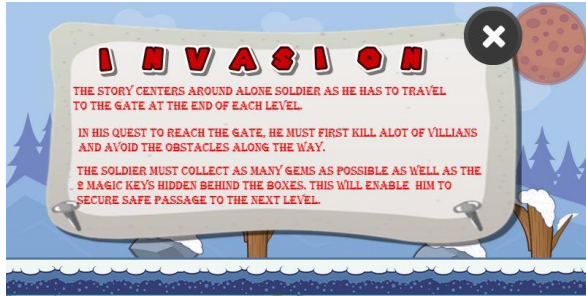


Figure 3

Help

Help page informs the user about how to control the avatar.



Figure 4

Levels

Level page shows the number of level in the game. The user can choose which level to play whenever he wants.



Figure 5

Credits



Figure 6



Figure 7



Figure 8



Figure 9

Pause



Figure 10

Quit



Figure 11

Levels

1. Level 1

Starts with the hero thrown into a swampy area and must shoot his way out

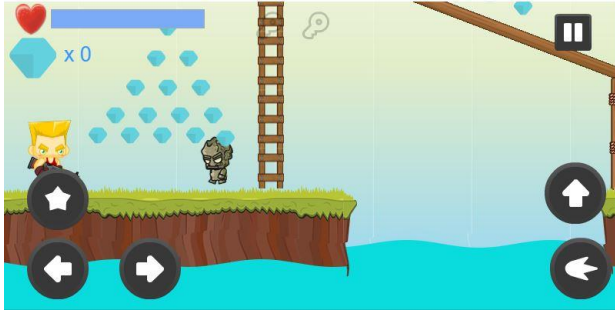


Figure 12

2. Level 2

This level occurs in the winter time and the hero must soldier on to obtain his goal.

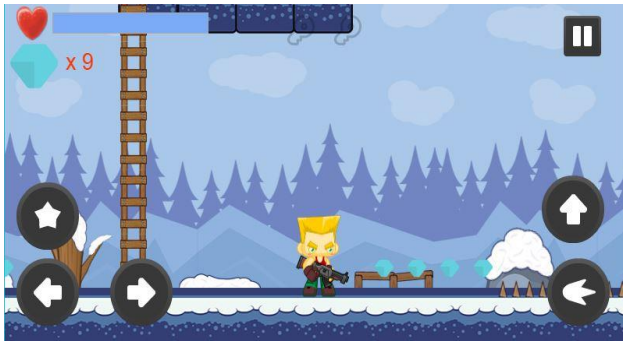


Figure 13

3. Level 3

This level occurs in the swampy night time.

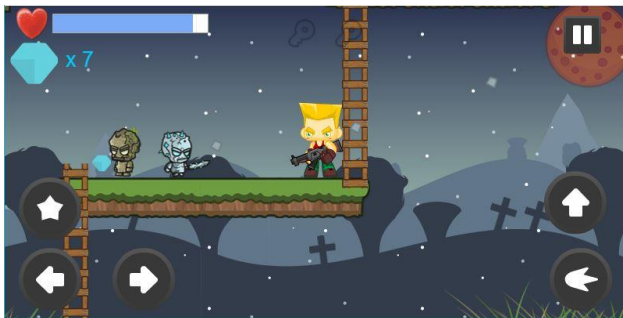


Figure 14

Climbing

This shows a hero climbing the ladder. To activate the climb click the star button and click on the right button to climb up or click the left button to climb down

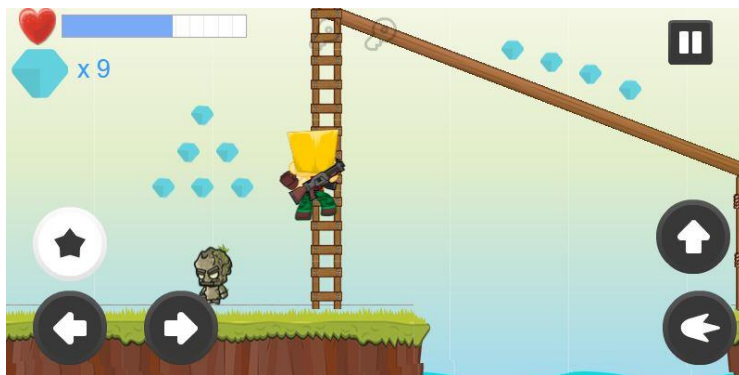


Figure 15

Shooting

The hero must press the fire button that will release a bullet that will kill the villain. The villain will explode in blood

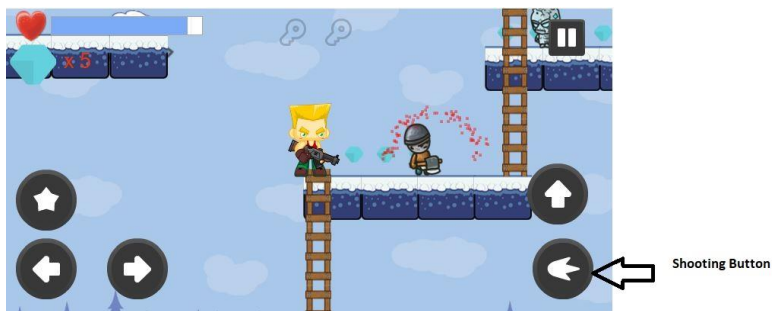


Figure 16

Spikes

The hero must avoid the spike as it decreases his life. Once the hero touches the spikes his life points reduce

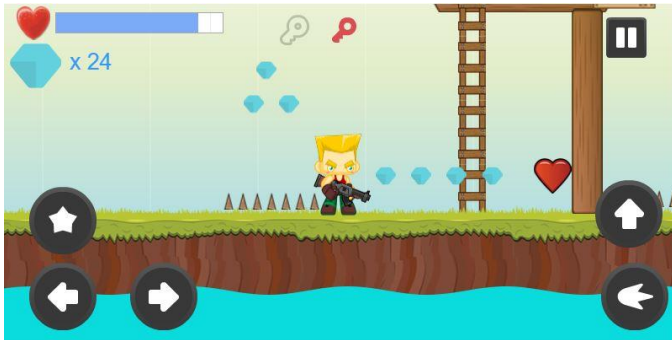


Figure 17

Loser panel

If the hero dies or reaches the gate collects both the gems without collecting the required number of gems he will be presented with this loser panel

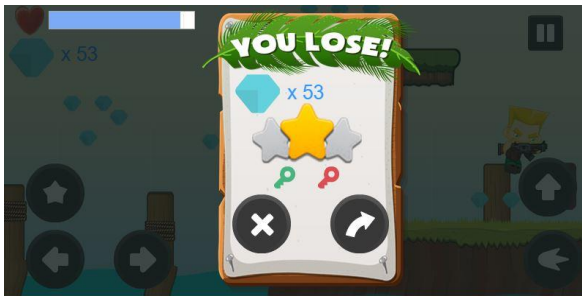


Figure 18

Winner panel

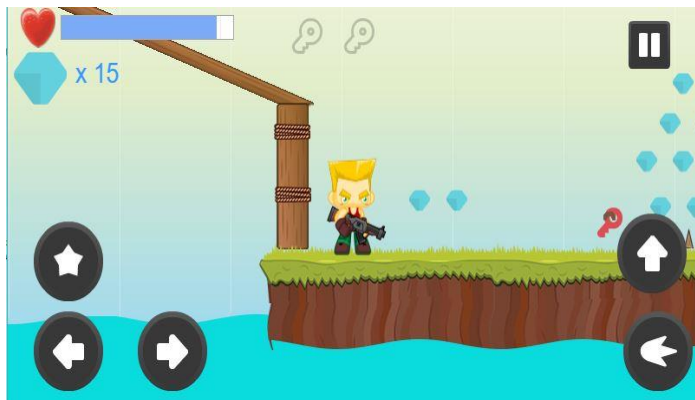
On successfully completing each level at the gate, that is collecting both the keys and obtaining 45 or gems, the hero is shown with the panel that shows his achievement. The star shows how high he was in terms of gems. Above 75 is the maximum, between 75 and 60 is the two stars and between 60 and 45 is one star while below he has failed



Figure 19

Key

There are two keys the red and green hidden inside the boxes. The hero must shoot the box to break it and collect the key in order to open the gate.



The red key

Figure 20

Line of sight

This specific alien has a special power in that if you move within a certain range of it, it will begin shooting stones at you. These stones will reduce your life try to avoid this alien by killing it on sight.

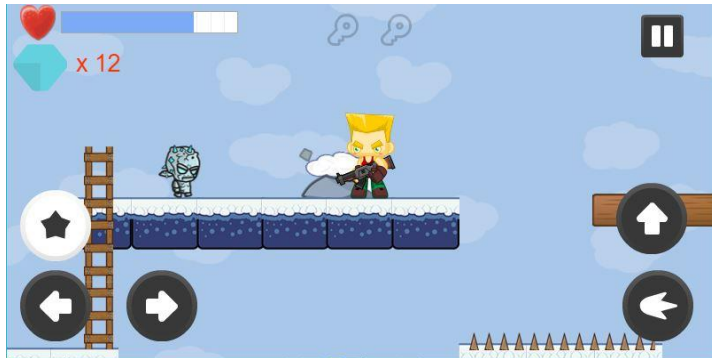


Figure 21

Gems

These are the gems to be collected. Collect at least 45 of them to successfully complete each level

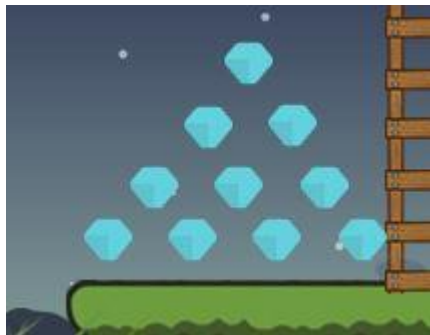


Figure 22

Heart

This shows the health status of the hero



Figure 23