Pixel Fox Games Standards

Doc. Rev.: 1.0   Written by VLAD FELDFIX

1   PART I General game settings

1.1   The game runs at resolution screen 320×240.

1.2   It is impossible to change the screen resolution.

1.3   It is impossible to get out of the game from any screen but main menu.

1.4   It is impossible to turn the sounds on or off.

1.5   The game uses an official Pixel Fox font for all text.

1.6   Saving and Loading the game is only possible if the game is set to do so.

1.7   Do not display at any point standard Game-Maker game information window.

1.8   The game contains standard Pixel Fox loading bar.

1.9   The game has a 32×32 icon.

2   PART I Screens

2.1   An opening screen with the PIXEL FOX logo for 100 steps.

2.2   A main menu screen according to the following format:

2.2.1   Background. Behind everything else.

2.2.2   Game Logo. Top center of the screen

2.2.3   Game info. Under the game logo. The game info contains a breath explanation of how to play and what input methods are used for what purposes. (game-pad, keyboard, mouse). For example:

This is a game called THE-GAME, move around the maze and collect all the coins to win.
Avoid the monsters and traps. Collect hearts to get 1UP.
- Use the arrow keys to move
- Jump with Keyboard-Key Z or Game-Pad-Key 1.
- Hold Keyboard-Key X or Game-Pad-Key A to run.
- Save the game with Keyboard-Key A+S or Game-Pad-Key C.
- Load a game with Keyboard-Key D+F or Game-Pad-Key D.
- Clear high-score table with Keyboard-Keys C+V or a long press on Game-Pad-Key 1.
- Exit with Keyboard-Key Esc or Game-Pad-Key SELECT.
- Press Keyboard-Key SPACE-BAR or Game-Pad-Key START to begin the game.

2.2.4   High-score: 15247 (for example)

3   PART III Inputs

3.1   The game will respond to both KEYBOARD and GAME-PAD in all cases.

3.2   Some games will respond to MOUSE input as well.

3.3   Single player games can be played using KEYBOARD or GAME-PAD.

3.4   Multiplayer games will be played by combining MOUSE, KEYBOARD and GAME-PAD.

3.5   The following will be the only inputs the game can read:

3.6   KEYBOARD

3.6.1   Arrow keys [UP, DOWN, LEFT, RIGHT]

3.6.2   Buttons [A, S, D, F]

3.6.3   Buttons [Z, X, C, V]

3.6.4   SPACE-BAR

3.6.5   ESC

3.7   GAME-PAD

3.7.1   Arrow keys [UP, DOWN, LEFT, RIGHT]

          3.7.2   Buttons [1, 2, 3, 4]
          3.7.3   Buttons [A, B, C, D]
          3.7.4   START
          3.7.5   SELECT
     3.8   MOUSE
          3.8.1   Mouse X
          3.8.2   Mouse Y
          3.8.3   Mouse LEFT BUTTON
          3.8.4   Mouse RIGHT BUTTON

4   PART IV Standard button functions

4.1   To avoid confusion it is best to use standard button functions so that the game will be more intuitive.

4.2   Use the arrow keys, or mouse x, y to move.

4.3   Save the game with Keyboard-Key A+S or Game-Pad-Key C.

4.4   Load a game with Keyboard-Key D+F or Game-Pad-Key D.

4.5   Clear high-score table with Keyboard-Keys C+V or a long press on Game-Pad-Key 1.

4.6   Exit with Keyboard-Key Esc or Game-Pad-Key SELECT.

4.7   Press Keyboard-Key SPACE-BAR or Game-Pad-Key START to begin the game.