

Floating Balls 2D-Game

User Manual

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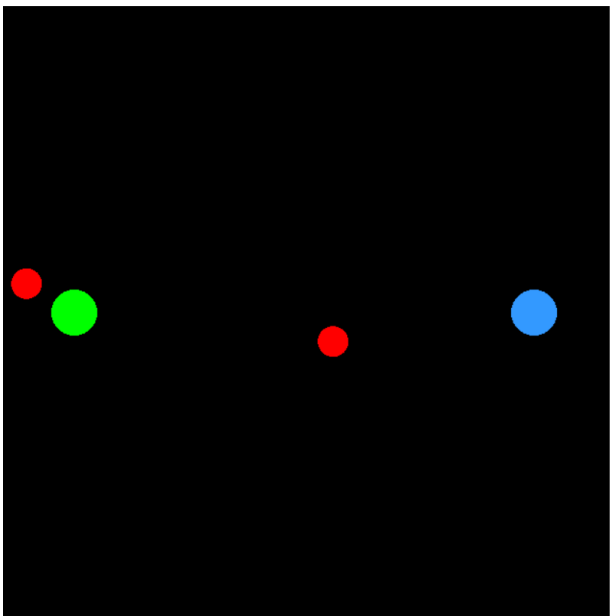
WHAT IS FLOATING BALLS?

Floating Balls is a very simple game, where there are in total Four balls, two balls are player's (Agent) balls which is in green and blue color and the rest two balls are of enemies which is in red color, the objective of this game is for the players to protect their balls (Green and Blue) from the enemy's balls (Red) and also can only move within the border that serves as the player's ball's limit; if it is crossed, the agent balls will be destroyed. Players can move their balls within the border, also they have to defend them from the adversaries' balls as well. Any player whose ball gets contact or collides with any of the enemy's balls also gets destroyed. In contrast, the two adversaries will move according to a set pattern, and the player can move their balls in order to retain their balls. As time goes on, the players' scores will increase until both Players (Agents) are destroyed.

Player 1 and player 2 (Green and Blue balls) have to move within the border and have to save their balls from the enemy's balls (Red balls) in order to be alive, if it gets collides any of the enemy's balls or it gets outside of the border it gets destroyed.

The easiest method to pass the time and improve your reflexes is to play Floating Balls. Have fun!

Floating Balls



Entities



Agent1 Ball



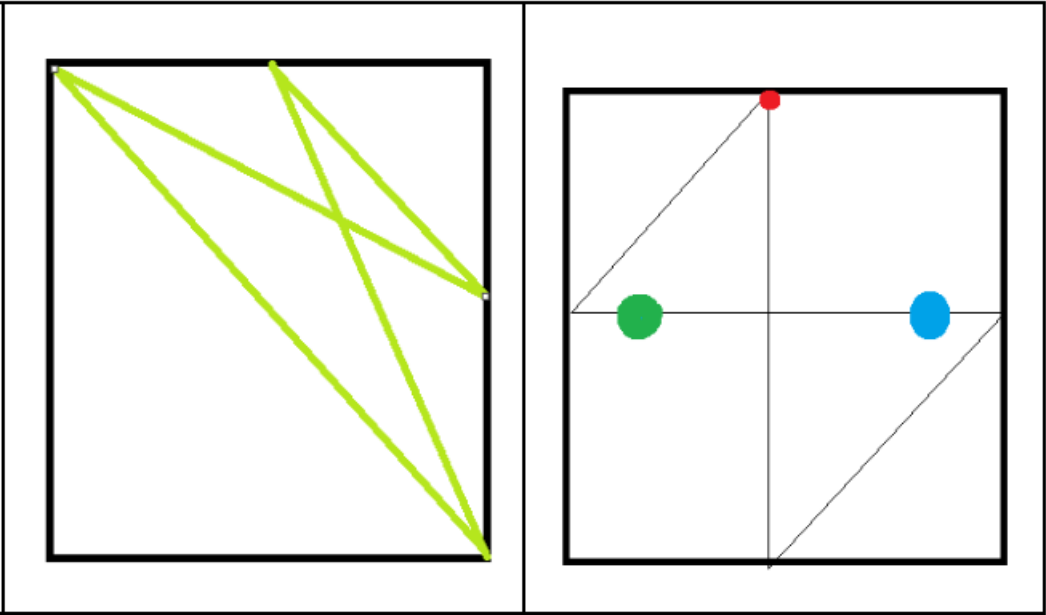
Agent2 Ball



Enemy Ball



Enemy movement



Enemy 1 movement

Enemy 2 movement

FIGURE-2

The two Enemies (Enemy 1 and Enemy 2) will move according to the set pattern shown above in the Figure and the border is also shown as well where the player1 and player 2 ball should be within this border or else gets destroyed.

Agent Movement

Agent Movement	Moves up, down, left, right on the corresponding key press	Moves up, down, left, right on u,d,l,r key press respectively
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Agent 1 Movement

Agent 2 Movement



How to play

Your primary game input device is a computer Keyboard. You can control your balls (Green and Blue) by clicking certain buttons of the keyboard, while balls will change positions according to whatever action possible in order to avoid any collisions with any of the enemy's ball and have to move within the border:

In order to move Player/Agent 1 Ball (Green)



By clicking the up button of the keyboard, the Player1 ball (green) will move upwards.



By clicking the left button of the keyboard, the player1 ball(green) will move leftwards.



By clicking the right button of the keyboard, the player1 ball(green) will move rightwards.



By clicking the down button of the keyboard, the Player1 ball (green) will move downwards.

In order to move Player/Agent 2 Ball (Blue)



By clicking the "U" button of the keyboard, the player2 ball (blue) will move upwards.



By clicking the "L" button of the keyboard, the player2 ball (blue) will move upwards.



By clicking the "R" button of the keyboard, the player2 ball (blue) will move upwards.



By clicking the "D" button of the keyboard, the player2 ball (blue) will move downwards.

Enemy movement

The two Enemies (Enemy 1 and Enemy 2) movement is fixed and will move according to the set pattern shown above in the Figure-2 and the border is also shown as well where the player1 and player 2 ball should be within this border or else gets destroyed.

Conclusion

Floating Balls is a very simple game, where there are in total Four balls, two balls are player's (Agent) balls which is in green and blue color and the rest two balls are of enemies which is in red color. There are some main things to notice they are 1) Border- Where the player1 and player 2 have to move within the border or else they will get destroyed 2) Two Enemy (Red) ball. The two Enemies (Enemy 1 and Enemy 2) movement is fixed and will move according to the set pattern shown above in the Figure-2.

The main objective of this game is Player 1 and player 2 (Green and Blue balls) have to move within the border and have to save their balls from the enemy's balls (Red balls) in order to be alive, if it gets collides any of the enemy's balls or it gets outside of the border it gets destroyed.

In contrast, the two adversaries will move according to a set pattern, and the player have to move their balls in order to retain their balls. As time goes on, the players' scores will increase until both Players (Agents) gets destroyed. When both of the Players gets destroyed then the score will be shown.
