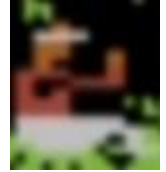


## H.E.R.O.

H.E.R.O. is an acronym which stands for “Helicopter Emergency Rescue Operation” a 2D game released in 1984 by Activision. The objective of the game is to rescue miners who are trapped in the mines. Each level ends when the player rescues one miner, the miner is located at the very end of the level as this is a vertical scrolling game the miners are at the lowest layer.

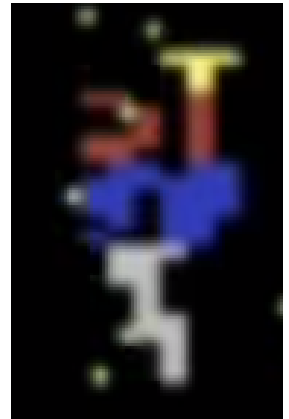


Miner

### **Player Character:**

#### **Movement:**

Player character is a rescue personnel who carries a backpack that has propellers looking above reminiscent of a helicopter hence the name. Propellers allow for the player character to move and interact with the game as they can hover and fly like a helicopter. The movement behaviour is very noticeable as the helicopter blades have inertia and need to spin up before lifting or need to rotate down before starting to descend. The feeling of rotation is done via inertia and view of rotation is done via sprite as when the blade turns the yellow sprite of the helicopter blade will change scale on X axis giving the impression that it rotates. The rotation of the blades will also change speed as the inertia changes for the blade.

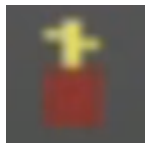


Player not only flies but also can walk-run which also has a sprite which looks like:



### **Equipment:**

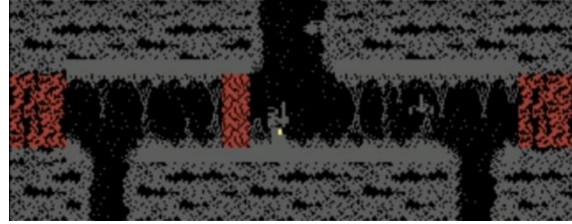
#### **- Dynamite:**



Player character carries a supply of dynamite which can not be found in the game world thus, requiring careful use for them. The dynamite is a useful tool that can be used to quickly destroy walls but the player needs to place them very close to a wall and must be careful as dynamite can also kill the player. The initial amount of dynamite given in each level is six. One thing to note about the dynamite is that the fuse, will light up darkened layers to an extent, notably lighting up the floor. Also, when exploding the layer will be lit up with a white light.



When dynamite explodes.



Lit up area as the fuse is burning.

### - **Laser:**

Player also has access to a laser which is basically an unlimited ammunition short range gun, it is used to destroy enemies but player must be careful as lamps can be shot as well. Shooting the lamps will darken the layer. One desperate use of the laser is to destroy walls but this will take a very long time, hence dynamite is the best use for dealing with walls.

### **Environment:**

As a 2D vertical scroller the layers are on top of each other and the player movement is towards the bottom of the screen as going down. The level is divided into layers like a mini-level that the player passes to reach the miner.

### **Lamps:**



Lamp



Destroyed Lamp

Lights up the layer but can be broken with dynamite explosion, laser or by player moving over it. When the lamp is broken, the light is reduced to zero and area is darkened to maximum but some elements are still visible although they lack colour and only are visible by the contrast. These include the enemies, lamps (broken or not), walls which retain colour and liquids which also retain their colour.



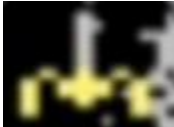




Darkened Room

### Walls:

Walls can be destroyed by either dynamite or after some time a laser. When destroyed by a laser the walls will change spite to indicate damage and after a hefty amount of time will be destroyed. At lower layers the walls can be lava which are coloured red as opposed to grey. If the player touches lava the character will die, using one life. The walls can also close and open creating another challenge.

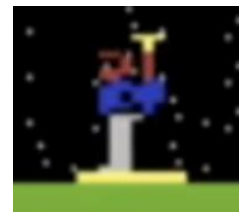
### Enemies:

Enemies can only be killed with a laser.

<b>Spiders:</b> Spiders will move up and down sometimes they are used to block vertical pathways.	
<b>Flying enemies:</b> These fly around in a sideways eight shape. They will flap wings as they fly.	
<b>Snakes:</b> These will move from side to side and they always originate from a wall.	
<b>Bats:</b> Like the spiders, will move up and down. The sprite will change as this move as the wing will point up and down.	
<b>Swimming Enemy:</b> These swim in liquid. They will raise its tail when swimming.	

### Raft:

The raft can be used to slide over liquid by standing on it. Reaching from a land to another ahead.



## A Look into UI:

**Power:** Power is basically time, the more power the player finishes with the more bonus points the player will get.

**Health / Lives:** Number of lives shown can be a simplified player sprite, can have maximum amount of six.

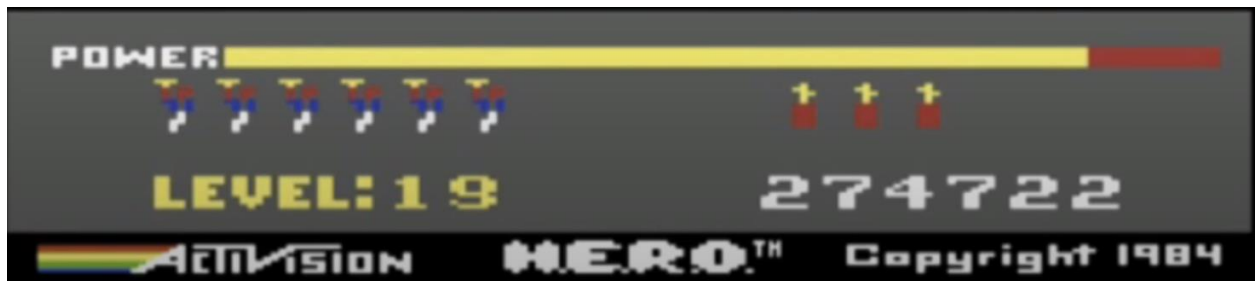


**Dynamite:** Number of dynamites are shown via a dynamite sprite. Maximum amount is six. Dynamites will also give a bonus if preserved but power bonus is larger so player should not save them for the sake of more points as time adds more.



**Level:** Level number is shown via a yellow label and tells player the number of the current level they are on.

**Score:** At the bottom right of the screen, it is a grey label.



And finally, at the very bottom publisher Name and copyright is displayed.

## Screen capture:



**Sound:** There exists no music for the game but helicopter blade sounds are commonly heard as they are almost always used. Laser when used and dynamites when lit and exploded make a sound. Enemies do not make a sound.

**Challenge:**

The 2D vertical scroller is not endless or produced on runtime so the challenge increases as more complex levels are reached and more enemies are introduced with differing configurations. The challenge is also increased with the addition of differing environmental changes and tricks, like the opening and closing doors where a time challenge exists.