

# The Game:

## ***Basic Description:***

The basic aim of the game is to aim for the targets and clearing the obstacles in minimum trials possible.

**Targets** include static or moving objects which may be circles or rectangles.

**Obstacles** include rigid bodies, or different type of challenges you encounter, as you go to higher levels.

Other than this, the game features understandable and simple graphics for speed and lives.

## ***The Screen:***

The game boasts of a completely black and white scenerio and the objects are beautifully depicted as white in a black background.

The screen consists of the following:

**Top-Left** : The number of balls left to shoot.

**Top-Right** : Your current score and the direction of the wind.

**Top Middle** : The number of the level you are playing.

**Bottom Left** : The cannon.

**Left End** : A speed bar of the shot.

## ***How To Play?***

The controls are very basic and according to the requirements.

The game can be played independently using both, a keyboard and a mouse.

**It should be noted that there is only one ball with the player.**

**Therefore, reloading in the middle of its flight will cause the ball to take it initial position again and the player will also lose that turn.**

## **Keyboard :**

**A** – Increase the angle of the cannon.

**B** – Decrease the angle of the cannon.

**F** – Increase the power of the shot.

**S** – Decrease the power of the shot.

**R** – Reload the cannon.

(**Note** that the cannon has to be reloaded after every shot manually.)

**SpaceBar** – Shoot.

**Up Arrow** – Zoom into the scene.

**Down Arrow** – Zoom out of the scene.

**Left Arrow** – Pan to the left.

**Right Arrow** – Pan to the right.

**Q** – Quit the game.

You cannot move the cannon sideways.

## **Mouse :**

The angle of the shot is determined by the position of the mouse when the cannon is shot.

**Right Mouse Click** – Increase the power of the shot.

**Right Mouse Click** – Decrease the power of the shot.

(**Note** that the power reaches the top and again starts from bottom as suggested by the graphical speed bar.)

**Middle Mouse Click** – Reload the cannon.

(**Note** that the cannon has to be reloaded after every shot manually.)

**Left Mouse Click** – Shoot.

**Scroll Up** – Zoom into the scene.

**Scroll Down** – Zoom out of the scene.

**Drag Right** – Pan to the left.

**Drag Left** – Pan to the right.

***Enjoy the game. Cheers!***