Detailed Explanation for TTR (Tap the Robber)

**TTR Main Menu Items**

NEW GAME

INSTRUCTIONS

SHOP

OPTIONS

HIGH SCORES

Note: All modules should have a back button to the Main Menu or sub-menus from each of the Module.

**TTR INSTRUCTIONS Module**

Refer to Instruction Screen 1st Page to Instructions 5th Page Sprites. Same as Content

**SHOP Module**

Content and items refer to “Shop” Sprite. (Missing sprites – to follow)

Red Power-up feature (500 Gold)

Can be purchased for four times only. With x2-x5 multiplier for Arcade mode.

Blue Power-up feature (500 Gold)

Can be purchased for 5 times only. With + .5 seconds for every purchase to the time for Arcade mode.

Life feature

Limit of 99 Lives. For story mode. 100Gold

**OPTIONS Module**

Sprites to be followed.

Content of OPTIONS Module will be Mute/Unmute button.

**HIGH SCORES Module**

List View of High Scores for Arcade Story and Time-attack Mode in descending order.

**NEW GAME Module**

Content of Module

Arcade Mode

Story Mode

Time Attack

**ARCADE MODE**

Time limit is set to 1 Minute. There will be a default multiplier of x1 for the in-game arcade multiplier. There will be 2 multipliers in this case. Because the user can still buy the multiplier Power-up available in Shop module. If both is available for arcade mode. There would be 2 multipliers on the Screen. I.E. – “Score” X2 X4. Default of in-game multiplier is set to x1.

In-game multiplier will increase per a consecutive specified # of Robbers eliminated in-game.

8 Consecutive Robbers eliminated = In-game multiplier x2

18 Consecutive Robbers eliminated = In-game multiplier x4

30 Consecutive Robbers eliminated = In-game multiplier x8

Should the user fail to eliminate robbers consecutively. The in-game multiplier will reset back to x1.

Power-ups

Power-ups should only be available (clickable) when the items are purchased in SHOP Module.

Every Red Power-up lasts for only 6 Seconds. Starting from x2 multiplier with a maximum of x5 Multiplier.

Blue power-ups increases duration for every upgrade in the SHOP module. + .5 for every Upgrade. Maximum of 5 upgrades. – Note: This power up freezes all the Enemies and the Live game Time as well.

Corresponding score of every Robbers (Sprites found in Linked DB folder – Update us for missing sprites)

Small Robber – 10 Points

Fat Robber – 20 Points

Macho Robber – 30 Points

How to eliminate Robbers:

Available on the Instructions Module – should there be any concerns regarding the Touch features to eliminate Robbers. Inform us.

High Score Display

Total Score accumulated arranged in descending form.

**Story Mode**

Story Mode will change levels only when the user has reached a specific score that would transfer them to a different Background. There would be INTRO Story and OUTRO Story for this mode with skip buttons.

Lives is set to 1 by default. The user can purchase LIVES item from Shop module that would increase the # of Lives once the game starts.

Coin is set to 1 by default. As the user earns coins throughout the Story Mode it will add up to the total # of Coins and will be used to purchase in SHOP Module. Drop of coins should be random and has no limit as long as the User is still alive. 1 drop of coin is = 1.

Conditions for the user to lose Lives.

Only when the user taps the random Civilian that would appear. There are 2 types of Civilian 1 male and 1 female. Which is available in the Sprites Folder.

HOW STORY MODE DIFFICULTY WILL INCREASE AND THE BG WILL ADVANCE

Difficulty will start of as EASY. Once the user has reached the Score of 900 the difficulty will change to NORMAL as well as the BG. Once the user has reached the score of 2300 the difficulty will change to HARD as well as the BG. The STORY MODE will be finished once score reaches to 5000.

Corresponding score of every Robbers (Sprites found in Linked DB folder – Update us for missing sprites)

Small Robber – 10 Points

Fat Robber – 20 Points

Macho Robber – 30 Points

How to eliminate Robbers:

Available on the Instructions Module – should there be any concerns regarding the Touch features to eliminate Robbers. Inform us.

High Score Display

Total Score accumulated in descending form.

**TIME-ATTACK Module**

Time-attack Module has no time limit. NOTE: “Capstone Reminders.txt” Error in time limit added for every Level.

There would be a live Time counter (stopwatch) to track how long the user has been playing the Time-attack mode. The faster the user finishes all 8 levels. The higher their score is.

Different BG for every Level in time-attack mode. (available in sprites folder)

# of Robbers per Level in Time-attack mode

Level 1 – Robbers left: 10

Level 2 – Robbers left: 15

Level 3 – Robbers left: 20

Level 4 – Robbers left: 25

Level 5 – Robbers left: 30

Level 6 – Robbers left: 35

Level 7 – Robbers left: 40

Level 8 – Robbers left: 45

Corresponding score of every Robbers (Sprites found in Linked DB folder – Update us for missing sprites)

Small Robber – 10 Points

Fat Robber – 20 Points

Macho Robber – 30 Points

How to eliminate Robbers:

Available on the Instructions Module – should there be any concerns regarding the Touch features to eliminate Robbers. Inform us.

NOTE: SFX will be shouldered by Developers | Sprites by Proponents.

If there are any obvious facts that we failed to include in here please, let us know for assurance.

Also, if we could set up a Personal meeting let us know. Proposed Date – August 16, 2014 6PM Onwards. Or you could give us your schedule to Clarify things and other stuff.

Thank you.