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/*
    Localizable.strings
    AlienSniperDefense

    Created by Aleksander Makedonski on 4/9/17.
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*/

//Instruction Scene

"Wingman can hide behind sky objects." = "Wingman can hide
behind sky objects.";

"When hiding, they cannot be hit" = "When hiding, they cannot be
hit";

"Hover Borg can be manned or unmanned." = "Hover Borg can be
manned or unmanned.";
"When unmanned, they cannot be hit." = "When unmanned, they
cannot be hit.";
"Shoot background objects to generate blackholes that capture
Hover Borks." = "Shoot background objects to generate blackholes
that capture Hover Borks.";

"Stealth mode is indicated by fading action." = "Stealth mode is
indicated by fading action.";
"When in stealth mode, stealth ships cannot take damage."= "When
in stealth mode, stealth ships cannot take damage.";
"Stealth ships require multiple hits to be destroyed" = "Stealth
ships require multiple hits to be destroyed";

"When in emitting mode, UFOreos expand and contract." = "When in
emitting mode, UFOreos expand and contract.";
"In emitting mode, UFOreos cannot take damage, and" = "In
emitting mode, UFOreos cannot take damage, and";
"may emit gravity fields that disrupt player movement" = "may
emit gravity fields that disrupt player movement";

"Bats can be hard to see in the dark." = "Bats can be hard to
see in the dark.";
"When targeted with the cross hair, they can be illuminated" =
"When targeted with the cross hair, they can be illuminated";

//Button Manager

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```
"Fluorescent Bats" = "Fluorescent Bats";
"Hover Borgs" = "Hover Borgs";
"Stealth Ships" = "Stealth Ships";
"UF0reos" = "UF0reos";
"Wingman" = "Wingman";

//Base Scene

"Time Remaining: \ (numberString!)" = "Time Remaining: \
(numberString!)";

"Pause" = "Pause";

"Resume" = "Resume";

"Level \ (levelNumber)" = "Level \ (levelNumber)";


"Not Enough Enemies Killed! Better luck next time!" = "Not
Enough Enemies Killed! Better luck next time!";

"Level Complete! Well Done!" = "Level Complete! Well Done!";

"Main Menu" = "Main Menu";

"Restart Level" = "Restart Level";

"Too many enemies on screen!" = "Too many enemies on screen!";

//Screen Interface Manager

"Shoot every \ (enemyName). If \ (spawningLimit) are on screen,
you lose" = "Shoot every \ (enemyName). If \ (spawningLimit) are
on screen, you lose";

"You must kill \ (minimumKillsForLevelCompletion) minimum to
win." = "You must kill \ (minimumKillsForLevelCompletion) minimum
to win.";
```

```
"Enemy: \(enemyName), Time Limit: \(levelTimeLimit) seconds" =  
"Enemy: \(enemyName), Time Limit: \(levelTimeLimit) seconds";
```

```
"Must kill at least \(\minimumKillsForLevelCompletion)." = "Must  
kill at least \(\minimumKillsForLevelCompletion).";
```

```
"Time Remaining: \(\numberString!)" = "Time Remaining: \  
(numberString!)";
```

```
"Must kill at least \(\minimumKillsForLevelCompletion)." = "Must  
kill at least \(\minimumKillsForLevelCompletion).";
```

```
"Enemy: \(enemyName), Time Limit: \(\levelTimeLimit) seconds" =  
"Enemy: \(enemyName), Time Limit: \(\levelTimeLimit) seconds";
```

```
"You must kill \(\minimumKillsForLevelCompletion) minimum to  
win." = "You must kill \(\minimumKillsForLevelCompletion) minimum  
to win.";
```

```
"Shoot every \(enemyName). If \(\spawningLimit) are on screen,  
you lose" = "Shoot every \(enemyName). If \(\spawningLimit) are  
on screen, you lose";
```

```
//Level Loader
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```
"Shoot all the UF0reos!" = "Shoot all the UF0reos!";
```

```
"UF0reo" = "UF0reo";
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```
"UF0reo just got faster!!" = "UF0reo just got faster!!";
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```
"UF0reos are spawning faster!!" = "UF0reos are spawning  
faster!!";
```

```
"UF0reos are spawning like crazy!!" = "UF0reos are spawning like  
crazy!!";
```

```
"UF0reos make their last stand!!" = "UF0reos make their last  
stand!!";
```

```
"Shoot all the wingman!" = "Shoot all the wingman!";
```

```
"Wingman" = "Wingman";
```

"The wingman want to hide more!" = "The wingman want to hide more!";

"The wingman are moving faster now!" = "The wingman are moving faster now!";

"Wingman are spawning like crazy!" = "Wingman are spawning like crazy!";

"Wingman make their last stand!" = "Wingman make their last stand!";

"Shoot all the bats!" = "Shoot all the bats!";

"Bat" = "Bat";

"Fluorescent Bat" = "Fluorescent Bat";

"The bats just got a little faster!" = "The bats just got a little faster!";

"The bats just got harder to see!" = "The bats just got harder to see!";

"The bats are spawning like crazy!" = "The bats are spawning like crazy!";

"The Bats make their last stand!" = "The Bats make their last stand!";

"The stealth ships are getting faster!" = "The stealth ships are getting faster!";

"Stealth Ship" = "Stealth Ship";

"Shoot all the Stealth Ships!" = "Shoot all the Stealth Ships!";

"The stealth ships are getting stealthier!" = "The stealth ships are getting stealthier!";

"The stealth ships are spawning like crazy now!" = "The stealth ships are spawning like crazy now!";

"Stealth ships make their last stand!" = "Stealth ships make their last stand!";

```
"Hover Borg" = "Hover Borg";

"Shoot all the Hover Borg" = "Shoot all the Hover Borg";

"The Hover Borg are upset with you!" = "The Hover Borg are upset
with you!";

"The Hover Borg are really upset now!!" = "The Hover Borg are
really upset now!!";

"The Hover Borg are spawning like mad!!" = "The Hover Borg are
spawning like mad!!";

"The Hover Borg make their last stand!!" = "The Hover Borg make
their last stand!!";
```

#### //Player Stats Summary Scene

```
"Well Done! Track Completed!" = "Well Done! Track Completed!";

"Total Number of Kills: " = "Total Number of Kills: ";

"Total Number of Enemies Missed: " = "Total Number of Enemies
Spawned: ";
;

"Total Game Time (seconds): " = "Total Game Time (seconds): ";
;

"Total Number of Bullets Fired: " = "Total Number of Bullets
Fired: ";
;

"Firing Accuracy: " = "Firing Accuracy: ";
;

"Game Developed by Alex Makedonski." = "Game Developed by Alex
Makedonski.";
;

"Graphics from Kenney." = "Graphics from Kenney.";
;
```

#### //Menu Scene

```
"Alien" = "Alien";
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```
"Sniper Defense" = "Sniper Defense";

"Game Developer: Alex Makedonski" = "Game Developer: Alex
Makedonski";

"Graphics By: Kenney" = "Graphics By: Kenney";

"Start Game" = "Start Game";

"Hard" = "Hard";

"Medium" = "Medium";

"Easy" = "Easy";

"Time Limit Mode" = "Time Limit Mode";

"Minimum Kills Mode" = "Minimum Kills Mode";

//Track Scene

"Click on a level track below:" = "Click on a level track
below:";
```