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User guide

Wall-J : The Space Cleaner

Java programmation Objet

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I. General presentation

Wall-J : the Space Cleaner is a directed game object written in JAVA.

This game aims to clean the game area of present waste by moving them with bombs into trash can located on the edges of the screen.

So the user will lead a small robot (Wall-j) who can put three bombs.

Exploding the bombs will push the waste to the trash can.

A waste disappears when it enters a trash can.

The level is finished when all the waste have disappeared and we go to the next level.

II. Rules of the game

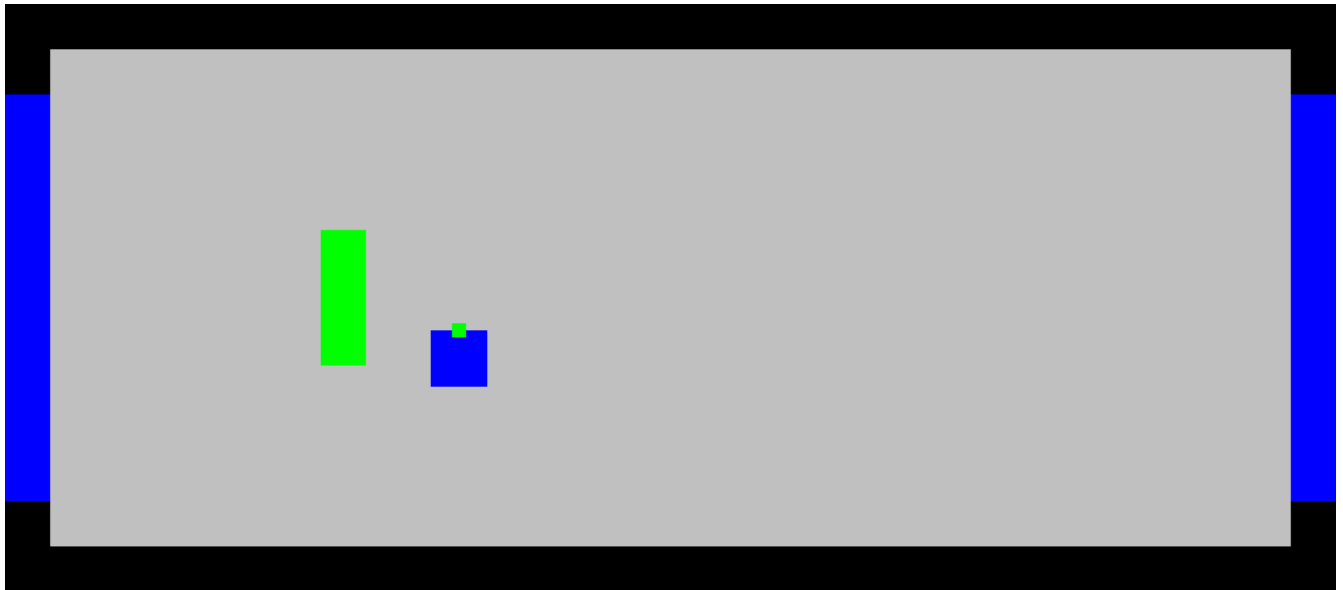
a) Robot

To move the robot the user must click where he wants to go except on the present objects on the board.

If the robot doesn't move while the user to click, is that there no way to get there.



Game launch



Appearance of the robot

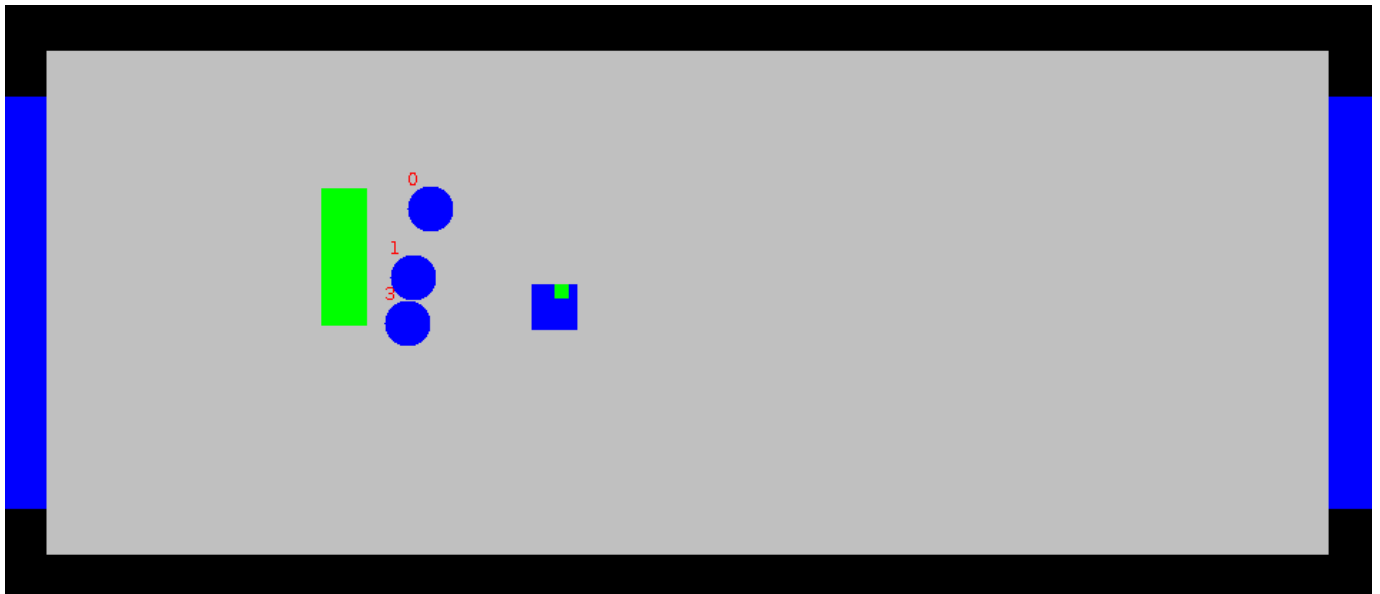
b) Bomb

To place the bombs the user would press the space bar.

The bombs are put in the place where the robot is.

The beginning timer of the bombs is 0.

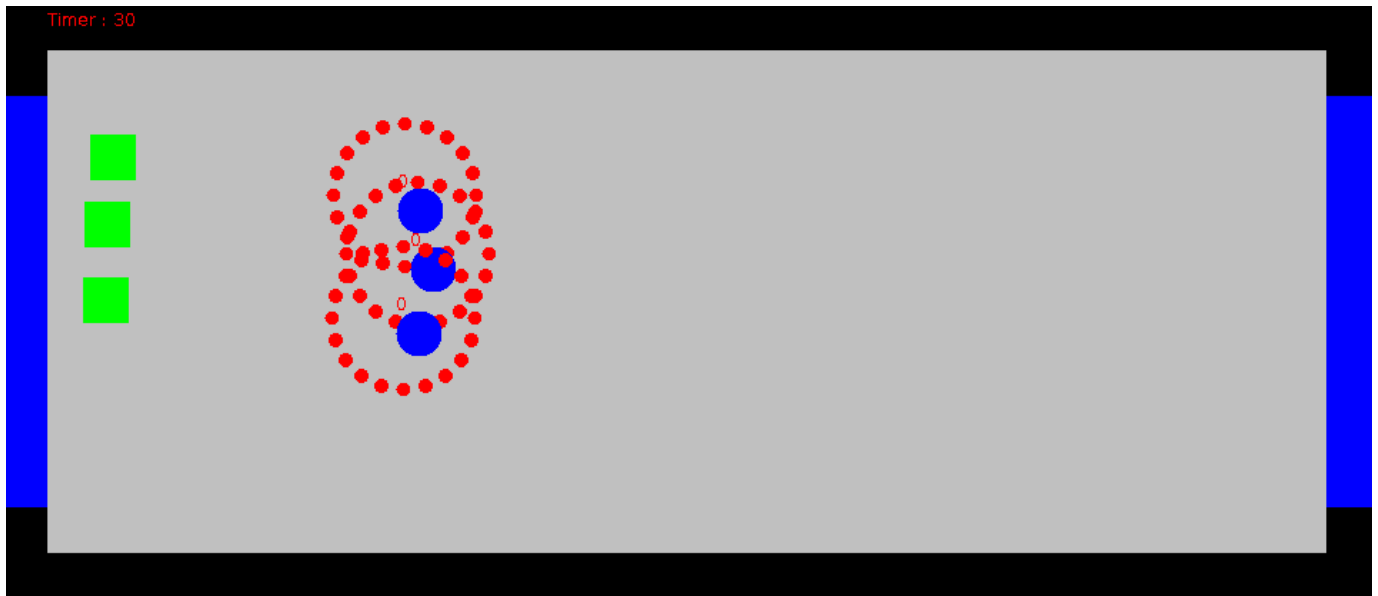
If the user press again the space bar without move the robot the timer of the bombs increase of 1.



On this picture we placed three bombs

c) Bomb explosion

Once all the bombs placed the user will press the key B to make explode the bombs. The robot will then disappear and the count of the bombs will begin.

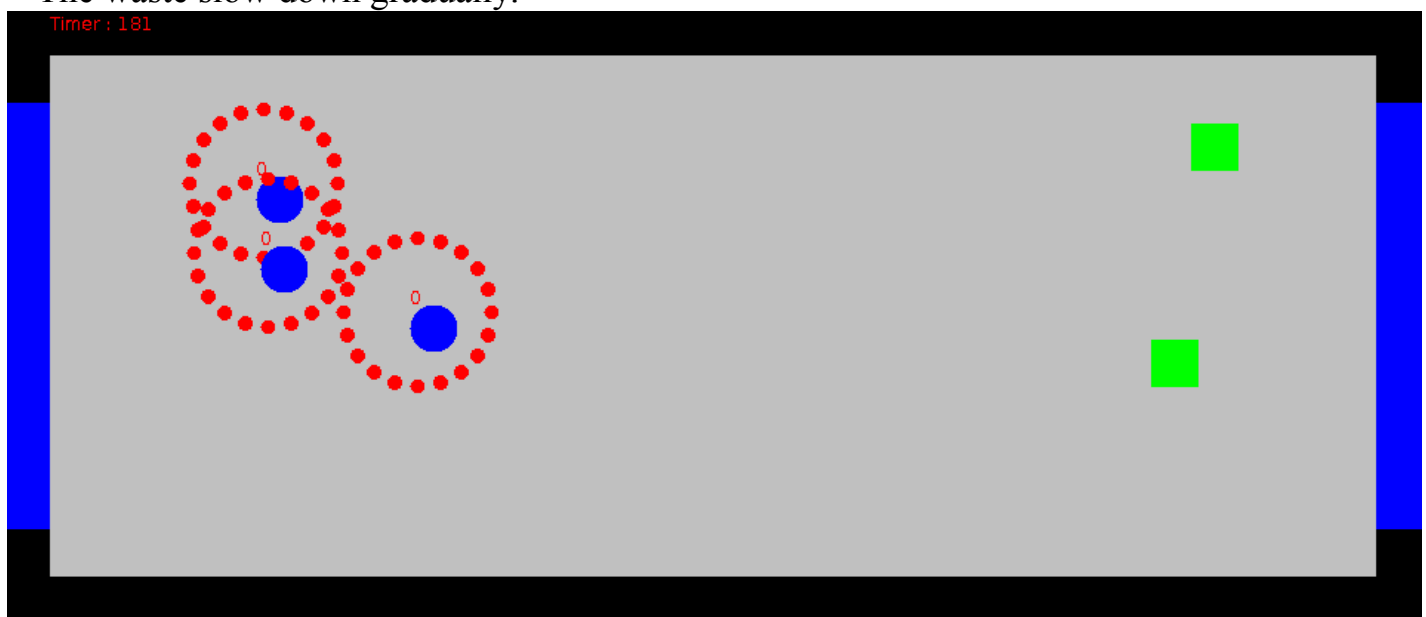


On this picture we see the explosion of bombs

When the bombs explode the waste in the bomb explosion area will move according to the forces received.

If a waste touch a wall or other waste it will bounce but if it touch a trash can it disappears.

The waste slow down gradually.



On this picture one of the three garbage disappeared in the contact of the trash.

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Wall-J

d) Key

The user will pass to the next level if all the waste are gone int the trash can.

A timer has been added and if the time exceeds 500 the level restart.

The user can quit the game to press the key Q.