Game 2: Meteor Shower Manual

Goal of the Game:

- The goal of the game is to shoot all of meteors with the correct laser

How to Start:

- The player can start a new game by pressing the Up Arrow.

- The player can restart the game, after their game has ended by pressing the Down Arrow. This will return the player to the start screen, where the player must press the Up Arrow to start a new game.

Field Of Play:

- A window where round meteors fly upward from the bottom of the screen on random intervals and the player's triangular plane is at the top of the screen. A Score Label and a Lives Label are continuously tallied each turn and are shown at the top right hand corner of the screen.

- The game starts in Regular Mode with the plane at the top middle of the screen, no meteors on screen, 3 lives, and a score of 0.

Modes of Play:

- Regular Mode: In a regular game, the player moves the plane right and left and shoots red or blue lasers. Different color meteors fly up from the bottom of the screen and the player should try to shoot red meteors with red lasers and blue meteors with blue lasers.

- Hyper-Speed Mode (Bonus Round): If the user shoots 20 meteors correctly in a row, the player gets a Hyper-Speed PowerUp. When initiated by the user, the player's laser and the meteors both turn white, and the plane starts in the center of the screen. The plane now moves up and down and the meteors move across (left to right and right to left) the screen. The plane physically moves up and down and the changes direction (right or left) to shoot lasers at the meteors. Because everything is the same color, the player should try to shoot as many meteors as he or she can.

Controls:

- Player Controlled:

  - In Regular Mode, the player controls the plane with the left and right arrow keys that move the plane one space in the corresponding direction. If the player does not press the left or right arrow key, the plane should not move. To shoot a laser, the player must press the space bar. The player can change the color of the plane's laser by pressing ENTER.

  - If the user shoots 20 meteors correctly in a row, the player gets a Hyper-Speed PowerUp, which can be triggered by pressing 0.

  - In Hyper-Speed Mode, the player's plane starts at the center of the screen. By pressing the up and down arrows, the player moves the plane up and down the screen to change the height. The plane's width never changes, but the player presses left and right to change the direction of the plane and its corresponding lasers. The player must be at the correct height and be in the right direction to shoot an incoming meteor.

- Independent Non-Player Actors:

  - In Regular Mode, the meteors fly upward from the bottom of the screen automatically. One new meteor is created every other second. A meteor can be either red or blue, but the color automatically is chosen by the program.

  - In Hyper-Speed Mode, the meteors fly across the screen (left to right and right to left) automatically. One new meteor is created every half of a second. Every meteor is white in this mode.

Scoring System:

- In Regular Mode, every time the player shoots a meteor with the same colored laser (i.e. a red meteor with a red laser or a blue meteor with a blue laser), the player gets 10 points and the player's lives stay the same. Every time the player shoots a meteor with a different colored laser (i.e., a red meteor with a blue laser or a blue meteor with a red laser), the player loses 10 points and the player's lives stay the same. Every time a meteor passes the top of the screen, the player should lose a life and the score should remain the same.

- Every time the player shoots 20 meteors correctly in a row, the player should be given a Hyper-Speed PowerUp, which the user can use to trigger 'Hyper-Speed' Mode.

- In 'Hyper-Speed' Mode, every meteor hit gives the player 10 points. In addition, if a meteor passes the plane, the lives should stay the same. The player should never lose points or lives in the Hyper-speed round (see Modes of Play)

Persistent Player Attributes:

- Color of the Laser (see Controls)

- Hyper-Speed PowerUps (see Modes of Play)

- Lives (see Scoring System)

- Score (see Scoring System)

How To Win/How To Lose:

- The game is un-winnable, but there is a losing state. The player loses the game when (in Regular Mode) three meteors (total) pass the top of the screen, causing the player to lose all three lives.