Spike | Manual

Goal of the Game:

- The player must avoid popping the bubbles with the spike.

How to Start & Restart the Game:

- The player should be able to start a new game by pressing the Up Arrow.

- The player should be able to 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 bubbles float upward from the bottom of the screen on random intervals and the player's triangular spike 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 with the spike at the top middle of the screen, no bubbles on screen, 2 lives, and a score of 0.

Controls:

- The player controls the spike with the left and right arrow keys that move the spike in the corresponding direction.

- The bubbles float upward from the bottom of the screen to top of the screen automatically after the player moves the spike. If the player does not move the spike, then the balloons do not move and no more balloons are added to the screen. If the spike moves, then a new bubble should be shown on screen.

Scoring System:

- Every time the player pops a bubble with his or her spike, the player's score remains the same and the player loses a life.

- Every time the player avoids a bubble (meaning a bubble passes the top of the screen without hitting the spike) with his or her spike, the player's score increases by 5 points. and the player's lives stay the same.

- If a bubble does not pass the top of the screen or the spike does not move, then the player's score and lives should stay the same.

- In all cases, the score should be nonnegative.

How To Win/How To Lose:

- The game is un-winnable, but there is a losing state. The player loses the game when he or she pops exactly two balloons (total; not necessarily consecutively).