GoToZero ver. 2.00

**By Team Ancalagon**

**2016, SofUni.bg**

[I. Game Description 1](#_Toc455647959)

[II. New in version 2](#_Toc455647960)

[III. Known issues 3](#_Toc455647961)

[IV. Next version features 3](#_Toc455647962)

# Game Description

**Programming Language**

JAVA

**UI library**

JAVA FX

**Game Name:**

GoToZero

**Goal of the Game:**

The goal of the game is through the mathematical operations addition and subtraction to reach a score of 0.

**Objects:**

* **Background**
* Background menu – background image for menu
* Background game – background image for game
  1. **Menu**

The Main menu gives the player the following options:

One Player - starts the game with one player

Two Players - starts the game with two players (TO DO) – In Progress

Help – describes the goal of the game and controls of the player

HighScore – shows high-scores (TO DO) – In Progress

Quit – exits the game

* 1. **Falling objects**

Falling object number – falling numbers with random value

Falling object sign – falling mathematic signs corresponding to the mathematical operations of addition, subtraction, multiplication and division

Falling object symbol – falling symbols (like $, %, #) which have an unpredictable outcome for the score

* 1. **Main Player**

Object controlled by the player, representing a female ninja who runs side to side and collects the falling objects

* 1. **Static Objects**

Score – object, which shows current score

Current Count – count the taken objects

Mathematical operations – object, which show current operations which changed randomly after a few second.

* 1. **Other Objects**

Pause – the player can pause the game at any time with the button Pause

Exit – the player can exit the game at any time with the button Exit

**GamePlay:**

When the player starts the game, a game menu is shows with options for One Player, Two Player, Help, High Scores, and Quit

* 1. **Select button One Player**

- starts a new instance of the game with the background game image

- a random three digit number is shown on the screen, which is the score the player has to reach

- starts the game timer

- the mathematical operations start changes

- a random number of falling objects begin their fall from the top of the screen

- each object has its own individual “fall” lane and speed

- the player(aka the ninja) is spawned at the bottom of the screen

* 1. **End Of The Game**

- the game ends when the current score reaches 0

- the current count is displayed on Win Dialog

- the player’s score is compared to the High Scores (TO DO) – in Progress

- the player can enter a username, if his score is within the top 5 (TO DO)

- through a back button, the player can return to the Main Menu

* 1. **Help**

- shows the game goal and typical gameplay

* 1. **Highscore**

- shows the top 5 scores the their corresponding user names

* 1. **Quit**

- Exits the game

* 1. **Pause**

- the player can pause the game at any point, but the falling objects become hidden while the game is paused.

# New in version

## Version 2.00

* 1. Change all code according to Object Oriented Programming Concepts
  2. Add Help screen with description of the controls and game goals
  3. Add HighScore screen
  4. Add symbols signs as falling object to mess the current score of the player when catch them.
  5. Change Timer with Count of taken object.
  6. Add mathematical operators as falling object to change the math operators
  7. Add Pause menu of the game with button “P”.
  8. Close the game with “Esc” button.
  9. Improve the game Play
* change the speed of falling objects
* change falling object to double digits
* add different color to falling objects for best recognition
  1. Add Zero as best or bad falling object (relevant to math operators).
  2. Improve User Interface
* Add menu background
* Choose the menu items with Mouse
* Add WinDialog when the Player go to Zero
* Add gameOver Dialog when Player go to Infinity
  1. Bug fixes

# Known issues

## Sometimes the Pause button is not working as expected.

## Highscore list is with default username “Pesho”.

# Next version features

## Support Two players.

## Improve Highscore feature.

## Fix the know issues.