Graded Unit Game

User Manual

Ver. 1

22/04/15

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Contents

[Introduction 3](#_Toc417654953)

[Copyright Notice 3](#_Toc417654954)

[Game Rules 3](#_Toc417654955)

[Game Requirements and Installing the Game 3](#_Toc417654956)

[Minimum requirements 3](#_Toc417654957)

[Installation 3](#_Toc417654958)

[The Game Screen 4](#_Toc417654959)

[Main Menu 4](#_Toc417654960)

[Player Objects 4](#_Toc417654961)

[Ball 4](#_Toc417654962)

[Bat 4](#_Toc417654963)

[Bricks 4](#_Toc417654964)

[How to Play 5](#_Toc417654965)

[Controls 5](#_Toc417654966)

[Player 1 5](#_Toc417654967)

[Player 2 5](#_Toc417654968)

[Scoring System 5](#_Toc417654969)

[Starting the Game 5](#_Toc417654970)

[Winning the Game 5](#_Toc417654971)

[Losing the Game 5](#_Toc417654972)

[Quitting the Game 5](#_Toc417654973)

[Help 5](#_Toc417654974)

# Introduction

This game was made for submission to Dylan Gilmour’s Graded Unit, as part of his HND Software Development.

The game is in a similar style to the classic “Breakout” which was released in 1972 by Atari Inc with some similar elements to the classic arcade game “Pong”.

## Copyright Notice

This game was created by and is the sole property of Dylan Gilmour. All assets used are, unless otherwise stated, also the individual property of Dylan Gilmour. Some elements of the source code were used from this website <http://xbox.create.msdn.com/en-US/education/catalog/sample/game_state_management> the pieces of code are available to use under the Microsoft permissive license (http://xbox.create.msdn.com/downloads/?id=15) which enables me to use and change any code that I see fit.

# Game Rules

1.) The player must hit the ball into the bricks by controlling the bat, in order to earn points

2.) If the player fails to keep the ball in control, they will lose a life

2.2) In Competitive Mode, if one player fails to keep the ball in control, they will lose a life AND the other player will gain 20 points.

# Game Requirements and Installing the Game

## Minimum requirements

|  |  |
| --- | --- |
|  | Minimum |
| Operating System: | Windows XP with SP2 |
| Processor: | 1GHz |
| Graphics Card: | Support for Shader Model 1.1 and DirectX9.0C |
| Memory: | 512MB |
| Sound Card: | N/A |
| Input: | Keyboard |

Systems wishing to run the game will be required to have .Net Framework 4 installed and Microsoft Access or Microsoft Access Runtime.

Microsoft access runtime: <http://www.microsoft.com/en-gb/download/details.aspx?id=39358>

.Net Framework Version(4.0): <https://www.microsoft.com/en-gb/download/details.aspx?id=17851>

XNA Runtime Version (4.0): [http:s//www.microsoft.com/en-gb/download/details.aspx?id=20914](https://www.microsoft.com/en-gb/download/details.aspx?id=20914)

## Installation

Double click the setup.exe and follow the instructions on screen.

# The Game Screen

## Main Menu

This is the main menu of the game.



Views the High Scores Screen

Starts the Competitive Mode

Exits the Game

Starts the Cooperative Mode

## High Scores Screen

This is the high scores screen with both modes being shown





## Player Objects

### Ball

This is the ball which can be seen in-game. The player must keep the ball in play by using the bat.



### Bat

This is the bat which can be seen in-game. The player uses the bat to control the ball in order to hit the bricks.



## Bricks

These are the game bricks, which the player must destroy in order to gain points. Despite being different colours, they all award 10 points.



# How to Play

The player must control a bat in order to keep the ball in play, and they will use the ball in order to destroy bricks, which will award points.

## Controls

The Game can be played using a keyboard.

**Esc** – opens the pause menu

**Enter** – select menu option / changes which high score mode is displayed on the high score screen

### Player 1

**A** – Move the players bat left

**D** – Move the players bat right  
**E** – game start

### Player 2

**Left Arrow Key** – Move the players bat left

**Right Arrow Key** – move the players bat right

**Up Arrow Key** – game start

## Scoring System

Each brick destroyed by the player will award them 10 points.

## Starting the Game

The game can be started by pressing enter on the wanted game mode

## Winning the Game

In competitive mode, the player can win by having a higher score than the other player, once one of them hits 0 lives.

## Losing the Game

The player will lose the game if they lose all their lives. The player with the highest score will be given the option to enter their name in to the high scores table. Also game over and the current score will be displayed

## Quitting the Game

The player can quit the game by pressing Esc, which will bring up the pause screen, where they can choose to continue or quit the game.

# Help

## Game Wont Launch

Ensure that XNA Framework version 4.0 is installed on the system,

Ensure that your system meets all the requirements set out in the specification available in this manual

Re install required frameworks

Re install the game

## Database Error

Please ensure the database is in the correct location (database is provided with the game)

For this version of the game it should be in the same folder as the game is being run

Note: if you wish to edit the source code of this project the XNA game studio and visual studio 2010+ will be required to load the project