

# FISH GAME

## user manual

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## STARTING THE GAME

### Before compilation:

- start your MZ\_APO board, read the IP adress that is written on it and then write it into our makefile at places tagged : "YOUR IP"
- set up your ssh key to the MZ\_APO boards, once you have done that via the tutorials provided on courseware, you just paste your directory with the SSH key into our makefile at the place tagged : "YOUR SSH KEY DIRECTORY"
- write your CTU ID into the adress at the line tagged "YOUR CTU ID"

### Compilation:

The compilation is done using the library: arm-linux-gnueabi, thus only working on linux OS. You just type **make run** into the console and the game launches on the MZ\_APO board specified by the IP in the makefile.

## MAIN MENU

Upon starting the game, we reach the main menu. The main menu allows us the user to navigate through the app.

### Controls:

- Select button – press the red knob
- Change button – rotate the red knob

### Buttons:

- New game – starts a new game
- Exit – exits the app



MAIN MENU

## GAME SCREEN

After pressing “New Game” in the main menu, you start playing the game. Your character is a green fish which can move in all directions. There will be many fishes of various sizes spawning on the board.

## OBRAZEK GAME SCREEN

### Goal:

Eat 32 fish.

### Collisions:

In the game, there can be two different scenarios regarding collisions with other fishes:

1. If you hit you a bigger fish. You **lose**. Upon losing, there will be a GAME OVER screen for 3 seconds.

#### OBRAZEK GAME OVER

2. If you hit a smaller fish. You **win**.

#### OBRAZEK WIN SCREEN

### Controls:

- Switch direction – rotate the blue knob
- Exit game – press the blue knob
- Adjust speed – rotate the green knob
- Pause the game – press the green knob
- Boost – press the red knob

### LEDs:

After eating a smaller fish, you get one point. For each point one LED signal will light up.

If you eat **32 fishes**, you light up all the LEDs and win the game. Congrats!

### Left RGB:

The left RGB signals players boost. There can only be two options:

1. If you **don't have** a boost available the left RGB is **red**.
2. If you **have** a boost available, the left RGB is **green**.

### Right RGB:

The right RGB signals danger. There are two levels of danger:

1. If **you're not** in danger, the right RGB is **blue**.
2. If **you're** in danger, the right RGB is **orange**.