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-gnueabihf, 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 RBG is **red**.
2. If you **have** a boost available, the left RBG 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**.