**FISH GAME**

user manual

Alex Michaud, Kryštof Jan Oliva, Petr Bureš

Obsah obrázku oblečení, osoba, zeď, boty

Popis byl vytvořen automaticky

**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

**Obsah obrázku text, hodiny, Písmo, snímek obrazovky

Popis byl vytvořen automaticky**

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**

1. 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**.