ALIEN ATTACK!!!

SOFTWARE ENGINEERING 1
CSCI 2113

Created By: Gregg Berne Legarda
THE GEORGE WASHINGTON UNIVERSITY

TABLE OF CONTENTS

GAME INSTRUCTIONS

Avoid getting hit by aliens by moving the spaceship across the screen.

PLAYER MOVEMENT

Player is a spaceship.
Move anywhere in the game screen using keyboard arrow buttons.
Spaceship can "zoom" through aliens without being damaged

BUTTONS AND KEYS

Keyboard arrows moves player across the screen.
Start button starts game and timer.
Pause button pauses game and timer.
End button resets board, score and player size.

DAMAGE AND PLAYER SIZE

Player starts off as a LARGE spaceship.
First damage turns player into a MEDIUM spaceship.
Second damage turns player into a SMALL spaceship.
Third damage, spaceship EXPLODES and game ends.
If aliens hit the space ship from the front, DAMAGE occurs.
If spaceship "zooms" through aliens, NO DAMAGE occurs.

POINTS AND SCORING

LARGE aliens are worth 50 points.
MEDIUM aliens are worth 25 points.
SMALL aliens are worth 10 points.
Points are rewarded when player successfully avoids alien and alien passes
through game board.

POWER UPS

Power up docks appear every wave.
Spaceship returns to original LARGE size after docking.

GRAPHICS

Small Alien (30x30)

Medium Alien   (50x50)

Large Alien (70x70)

Small Spaceship (30x30)

Medium Spaceship (50x50)

Large Spaceship (70x70)

Exploding Spaceship
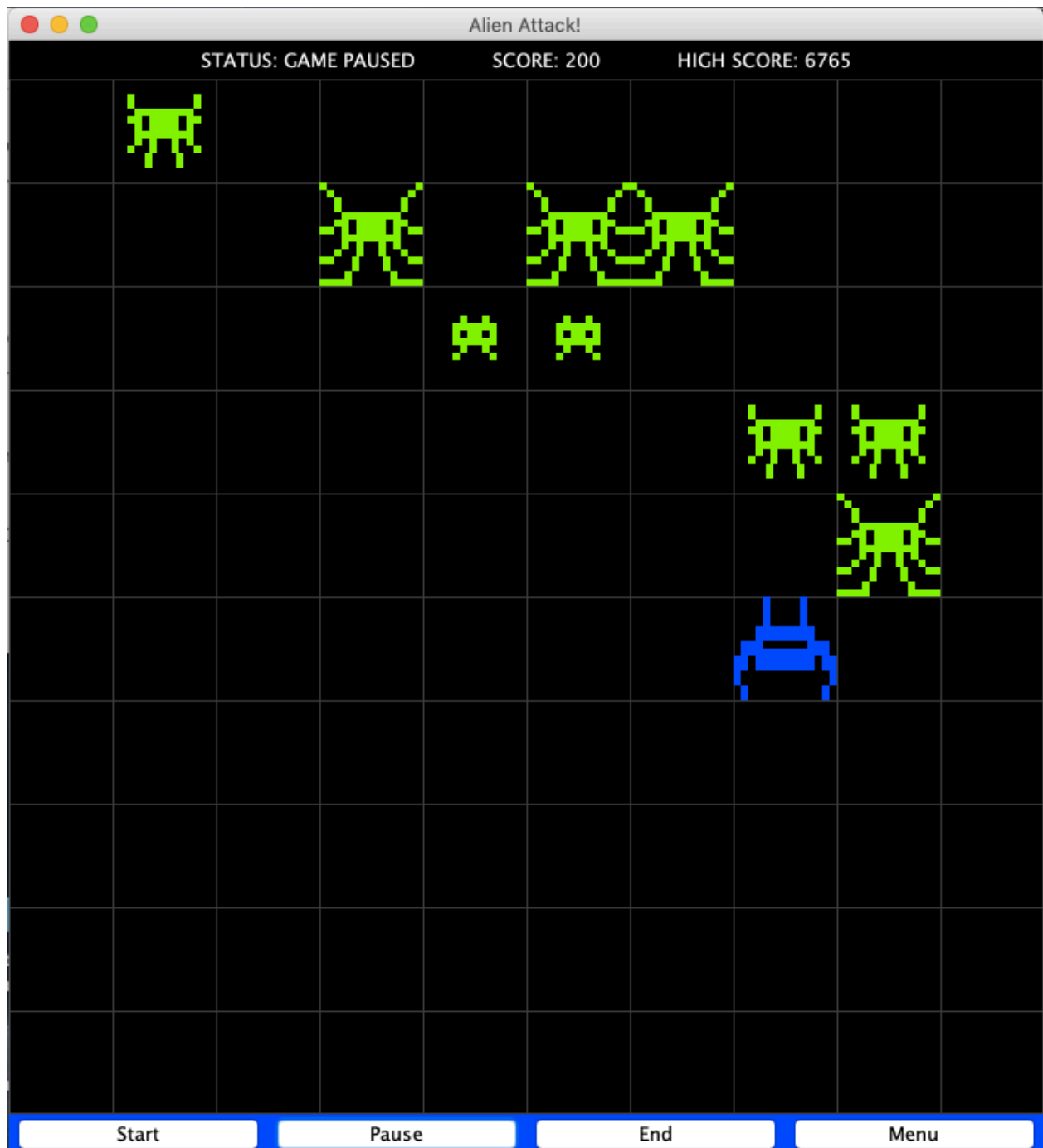
Power Up Dock (70x70)

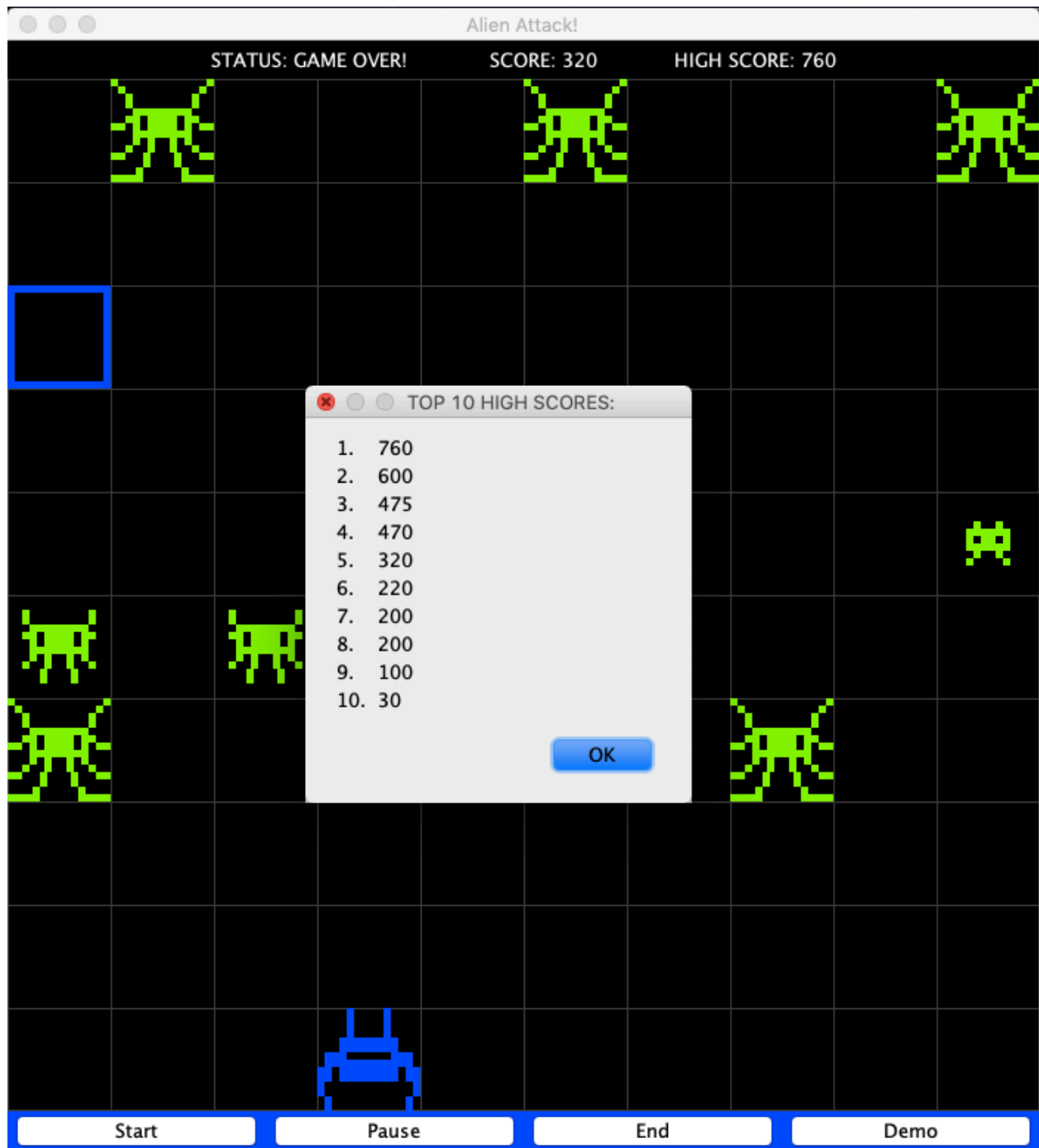Empty Grid (70x70)

GRAPHICS

Sample Game Frame (Paused):

Board Size (700x700)
Grid Size (70x70)
Number of Grids (10x10)

GRAPHICS

Top 10 High Scores (End):

Pressing the "End" button will end the game and show the top 10 high scores.