USER-DOCUMENTATION FOR POWERPUFF SPACEGAME

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INTRODUCTION

Hello User. We welcome you to try out our game and this manual is going to help you generally understand better about what the game is about and how to play it.

So, to begin with, the game has a window that is the “space”. The player (in this case the user) has to move, manage and shoot as a spaceship. Basically, the player has a “hero” spaceship and fights the other spaceships that are coming towards the player. The player is able to move up and down because it is already being accelerated forward in a uniform speed. Player has the abilities to shoot at things like meteors, spaceships of different shapes and lives. Player also has ---- lives in one round. There will be a chart on the (right/left) side of the window with all the information regarding the progression of the player’s performance such as HP,---, -----, - ----, and------.

The opponent side has a lot of things going on. It is very diverse. We have space rocks, meteors of various shapes and sizes. And, drumroll, we have the enemy spaceships. And, as expected, they can also shoot and hurt the player’s lives. They have the ability to move up and down as well. Also, they have varied lives. For example: a small enemy spaceship might be destroyed with three shoots whereas a bigger one might need about five shoots.

Levels

Here are some pictorial examples of what the game is going to look like.

COMMAND SUMMARY

The player has several commands that he or she can pass to play.

* To move up, simply press the “Up” keyboard key. Similarly, to move down, press the “Down” keyboard key.
* To shoot, press “-----“ key.
* To pause the game, press “---“ key.
* To resume a paused game, press “----“key.
* To exit, press “----“key.

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(/Can do this when everything else is finished.)