

Game Guide To RickshawRage

Introduction :

Welcome to the world of Indian Auto Rickshaw which can dodge all the cars and others. This game is fast paced which gives the player a thrilling experience. I haven't made the game exactly as what numbers you said like when Auto collides with vehicles it'll change the speed but the numbers I have changed a little to make game more exciting. Base speed I have taken to be half of it's maximum speed.

Some cool features of the game are:

1. Visual Fuel and Speed display
2. Visual Auto prototype showing position of Rickshaw on the track
3. Use of floating point numbers to incorporate realistic acceleration
4. Smart buses and cars which will try to stop the Rickshaw
5. Feature of Recording names and scores of top 5 scorers and displaying them which gives players always a new challenge

Playing the Game :

Game starts with the splash screen showing Auto rickshaw and pressing any key takes it to the menu where player can scroll(using keys 4 & 6) through the control , see records etc. He can select (using key 5) to play new game. Aim of the game is to take the Rickshaw to the finishing point with the fuel provided and with taking extra fuel that comes on the way avoiding the collision with other vehicles. During the game play controls are....

4-6 to move left – right

2 to accelerate and 8 to decelerate

0 for power-brake , 1 to pause and *(star) key to stop the game

After reaching the finishline if player's scores is in Top 5 then game asks player to enter his name and then it Records Name and Score of the player.

Technical Details:

This game is made using WTK and is for MIDP 2.0 & CLDC 1.1.

CLDC 1.1 I have used to take advantage of floating point numbers. Game is tested on Nokia Series 60 2nd edition emulator .I haven't tested it on a actual mobile because I am a student and I don't have a mobile which is CLDC 1.1 enabled.

Though I have tested the game on Nokia 6600(CLDC 1.0 and MIDP 2.0 enabled) after altering the code a little by using MathFP library(supports floating point maths by fixed

point maths) That version of the game stays with me because I can't use the Third Party library without proper clearance from library owner in your game.

JAD File details are

MIDlet-1: RickshawRage, RickshawRage.png, Rickshaw

MIDlet-Jar-Size: 31.7 kb

MIDlet-Jar-URL: RickshawRage.jar

MIDlet-Name: RickshawRage

MIDlet-Vendor: Unknown

MIDlet-Version: 1.0

MicroEdition-Configuration: CLDC-1.1

MicroEdition-Profile: MIDP-2.0

Compression Techniques:

- 1.All the images are compressed using optimized settings for saving png and by reducing the palette size appropriately.
- 2.To further minimize the jar file size an obfuscate package is created using Proguard .