

Documentation

Game Play

Alien Survival is a survival 2D game where the goal of the game is for players to survive the specific amount of time while collecting as many as stars as they can. The enemy in this game is slower than the player but has the advantage of moving diagonally, therefore somehow compensating for its slowness. After some in-game time passes, the main character starts feeling dizzy and the movement controls become a little hard to use. If the player collects enough stars their initials will be added to the leaderboard. The initials for the leaderboard will be asked at the beginning of each game.

Leaderboard

A maximum of five names can be on the leaderboard. If the same player gets the same score twice, it will only be recorded once. When the leaderboard is full, the next person to enter the leaderboard must have at least one point more than the lowest score on the list. The list is order based on points first, and then based on whoever got on the list first.

Notes:

- 1- The list is not in any way alphabetically ordered.**
- 2- If a player dies before the countdown ends, the score will not be added to the list.**

Animation

When the main character changes state from idle to running, it does a turning animation first and then starts the running animation. However, changing direction while running does not make a turn animation.

When the player is idle, it animates a natural eyelid closing... and later opening. This animation uses two delays to appear natural.

On the credits screen, the lines start to gradually disappear as they approach the top of the screen. Also, the music for the credits screen is synced so it ends exactly with the last line and immediately after, THE END pops up, making it seem that the music is composed for the game.

Sound Effects

Aside from the different music played in the backgrounds, the game has many sound effects.

Player hurts sfx, menu selection change sfx, win sfx, lose sfx, coin collected sfx.

Cheats

Pressing F10 refills the player's health.

Pressing F11 freezes the enemy's movement.

Pressing F12 enabled god mode. Player does not take any damage.