Star Defender: Instruction Manual
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Start New Game: If the user is currently at the main menu screen, they must press "START GAME" to advance. A difficulty (easy or hard) must be selected at the next screen before the game begins.

Exit Game: If the user wishes to exit the application, they must return to the main menu screen and press the "QUIT GAME" button.

Home Button: If at any time the user wishes to return to the main menu, whether than be from the difficulty screen or their current game, they can press the "HOME" button at the top right of the window. From there, a new game can be started or the user can exit the program.

Game Controls:

"w" or "up" = move ship up
"a" or "left" = move ship left
"s" or "down" = move ship down
"d" or "right" = move ship right
"space" = shoot laser

Game Objects:

User Ship —>

Asteroid —>

Enemy Ship —>

Death Star —>

Game Rules: The main objective of the game is to destroy the Death Star which remains static in relation to the game map. The user begins with three (3) lives and must avoid asteroids and enemy Tie Fighters along the way. The asteroids are static objects and will destroy the user ship (losing 1 life) if a collision occurs, while the enemy ships actively pursue the user and can destroy their ship (losing 1 life) if a collision occurs or their lasers hit the user ship. The user can combat the Tie Fighters by shooting them with their lasers, destroying one with a single blast; on the other hand, asteroids must be avoided and cannot be destroyed except upon impact collision. In order to destroy the Death Star, the user must fire lasers to hit the target until the health bar is fully depleted. Until then, enemy ships will re-spawn from the Death Star with a delay in order to maintain the maximum number of ships, which fluctuates with difficulty.

Differences In Difficulties: There are several differences between the two difficulties, easy and hard. Hard mode has a higher maximum number of enemy ships, as mentioned above. Furthermore, enemy ships will re-spawn at a faster rate and there will be more asteroids throughout the map. Moreover, hard mode will require more hits on the Death Star for destruction.

Post Game: Upon destruction of the Death Star, the game will end and the user's "score" is reflected by the number of remaining lives. The user can then input their name and an entry will appear in the leaderboard following the game, ranking them in order of lives left, while each subset is sorted in ascending alphabetical order. If the user fails to destroy the Death Star before losing all of their lives, they can press the "HOME" button to return to the main menu and play again or exit the application.