

User documentation

This program is a computer game software with a menu system which will run in a console or terminal.

In the first option the user can choose to play or quit.

- use the up and down arrow key to make the choice
- the text with white highlight is chosen
- press ENTER to confirm choice

In the second option the user can choose between easy, medium and hard difficulty to play.

- use the up and down arrow key to make the choice
- the text with white highlight is chosen
- press ENTER to confirm choice

In the third option the user can give an input as how many high scorer it want to see from the number 1.

- The user needs to give the input as a number between 0 and 1000000, although the highest number can be changed by the game's operator or the game's distributor.
- In every case the user gives and invalid input the program will ask again for an appropriate input as an output.
- Minus number as input will be converted to it's positive value, the program is using the input's absolute value.
- If the value is 0 the program will proceed to go to the game, which will start immediately.

In the fourth option the user can see the high score table.

- The software will output to the screen a high score table.
- The user can navigate between the records with these methods:
 - using the mouse wheel
 - or pressing the SHIFT + UP ARROW or SHIFT + DOWN ARROW
- If the user wants to proceed to the game, it needs to press the ENTER key.

In the fifth option starts the game.

- the game will start immediately
- the game will output to the screen the appropriate number of invaders, enemies in the adequate order, shows the player's character, the player's score and the current amount of bullets
- with each shot the amount of shootable bullets will decrease until its hits 0, and at a specified time the bullets will replenish to 7
- the user can control the player's character with the A key if it wants to move to the left and with the D key to move to the right, Its need to press the SPACE key to shoot
- the buttons can be continuously pressed
- the game can not handle two button being pressed at the same time, it will only handle the first pressed input

In the sixth option the user need to give an input to choose a name for itself

- every ASCII character is acceptable
- after a valid input pressing ENTER the name will be registered or it will update the score under the input name if the new score is higher than the old

The program after this will return to the first option.