

README – Atomic Defender of Earth (ADOE)

To play the game, do the following:

1) Compiling the game

- a. Open Eclipse
- b. Go to File → Import
- c. Select Gradle → Existing Gradle Project
- d. For the Project root directory, click the Browse button and select the ADOE folder that was downloaded and unzipped, and click Finish button. If you are unable to locate the ADOE folder, copy the unzipped contents into a folder named ADOE and use this folder.
- e. If another window pops up, just click the Next button or Continue button.
- f. In the left pane under Package Explorer, navigate to atomic-defender-of-earth-desktop → src → com.adoe.game.desktop → DesktopLauncher.java and open the file.

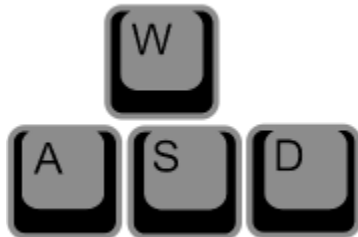
2) Run the game

- a. Go to Run → Run Configurations → right click Java Application → New
- b. Select the Arguments tab → Inside the Working directory area, select the Other radiobutton → Click on the File System browser
- c. Find the assets folder inside the core folder, i.e. ADOE/core/assets
- d. Click Apply button → Click Close button
- e. Right click DesktopLauncher.java on the left pane in your Package Explorer → Select Run As → Java Application



3) How to play

- a. When the game starts, enter your name and click the “PLAY” button
- b. The game has started, use the following controls to control your atomic defender:



W – Move Up
A – Move Left
S – Move Down
D – Move Right



Shift – Speed Boost



Spacebar – Fire Rapidly



Escape – End Game

- c. The game is lost if number of lives goes to 0. You have 3 lives.
- d. Purpose of the game is to survive as long as possible.
- e. Enjoy the game, and get a highscore 😊

The Shift and Space images go transparent when you are not allowed to use them (cooldown), and the Speed Boost and Rapid Fire images become opaque when they are active. You have 10 bullets. To reload your bullets, you need to go to your base – the blue tiles on the map. Each enemy has 3 lives, therefore it takes 3 bullets to kill them.

Features

- ❖ Different types of enemies – Melee and Range
- ❖ Sound effects added
- ❖ Scoring system implemented
- ❖ Special abilities – Speed Boost and Rapid Fire
- ❖ Menu and Highscore screen
- ❖ Player interface for game