

Through the COSMOS

Game Manual

Welcome to the (official) game manual for Through the Cosmos! This manual describes how to play the game and interact with the user interface.

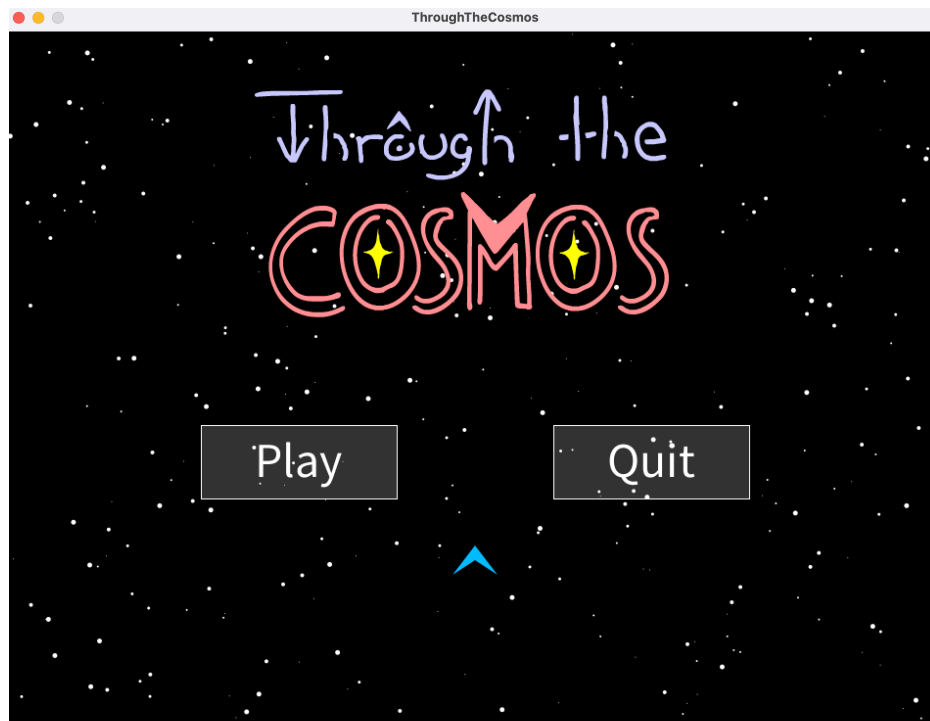
General Scope

You will be playing as a spaceship traveling through the cosmos with the ability to move around the game window and shoot vertical projectiles. Your goal is to survive until the timer runs out and score as many points as possible. There will be enemy spaceships popping up and trying to destroy your spaceship, so make sure to shoot them as quickly as possible to maximize your score.

You have 10 lives. So if you get hit by an enemy bullet or enemy spaceship 10 times, it's game over for you, and you will have to restart.

Menu

After starting up the game, you will be greeted with the game's menu screen as shown below.

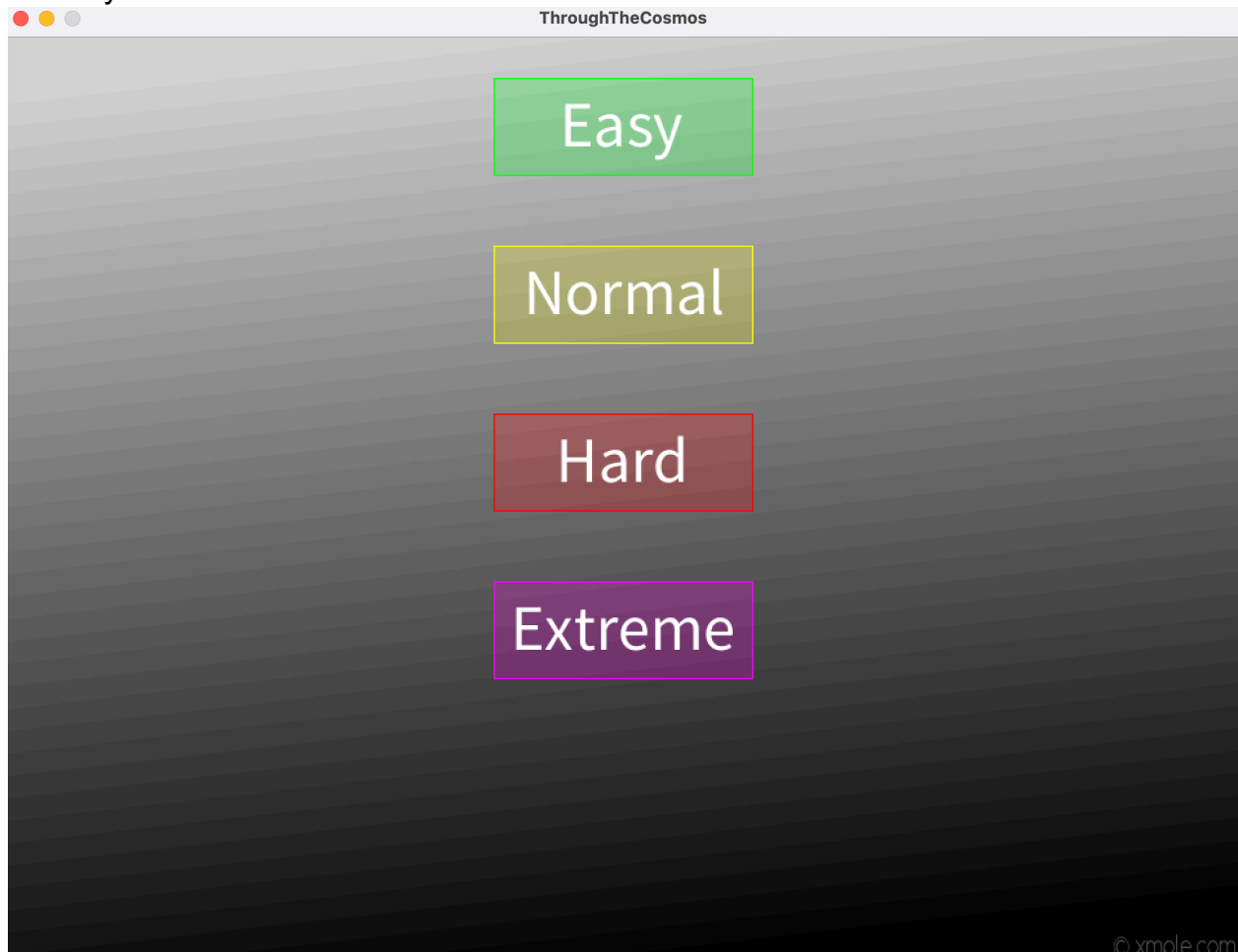


There's nothing really fascinating here since it's just a menu screen. If you want to start playing, left-click on the **"Play"** button.

But if you don't feel like playing or you got things to do, just left-click on the **"Quit"** button.

Difficulties

Once you have clicked on the **"Play"** button, you will then be greeted to the difficulty-selection screen as shown below.

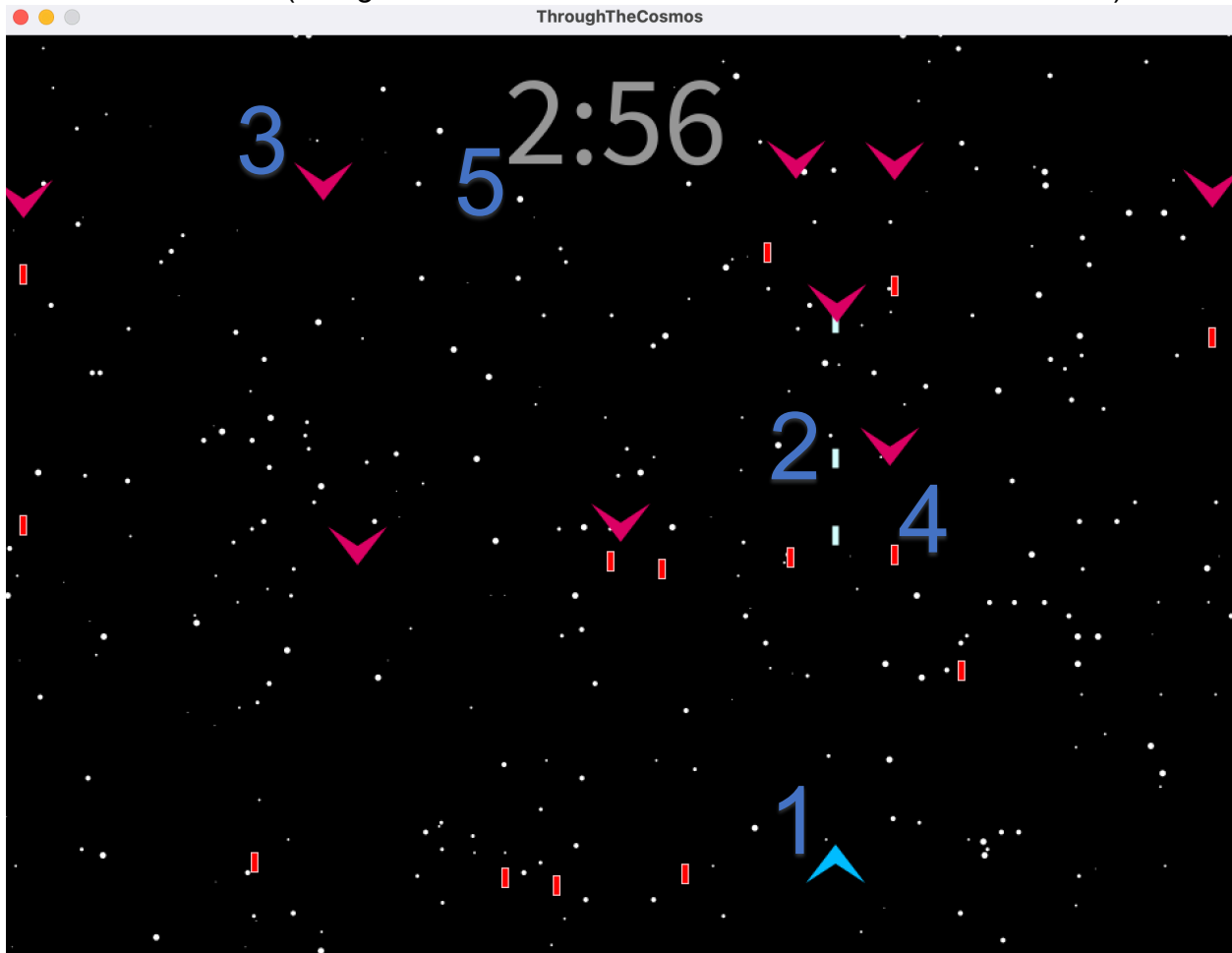


Going down the difficulty list, the enemy spaceships will spawn more, move faster, shoot faster, and have more hitpoints, and you will have to survive for more time. Left-click on either **"Easy"**, **"Normal"**, **"Hard"**, or **"Extreme"** to choose your difficulty and start playing the game!

- The **"Easy"** difficulty is highly recommended for new players.
- The **"Normal"** difficulty is recommended for players that have completed **"Easy"**.
- The **"Hard"** difficulty is recommended for players that have completed **"Normal"**.
- The **"Extreme"** difficulty is recommended for players that have completed **"Hard"**.

The Gameplay

After choosing your difficulty, the game begins! Remember, your goal is to survive until the timer runs out and score as many points as possible. You will use the **w**, **a**, **s**, **d** keys on your keyboard to move your spaceship up, left, down, and right respectively. Repeatedly left-click to shoot bullets at the enemy spaceships. Below is a screenshot of the actual gameplay. A description will be given to each numbered icon. (Things that need to be included are the lives and the score).



1



The spaceship you're controlling.

- Press “**w**” to move your spaceship to the top.
- Press “**a**” to move your spaceship to the left.
- Press “**s**” to move your spaceship to the bottom.
- Press “**d**” to move your spaceship to the right.

2



The projectile that gets shot from your spaceship.

- Travels upward.
- Left-click mouse to shoot projectiles.

3



The enemy spaceship.

- Shoots projectiles at certain time intervals depending on the difficulty.
- Moves horizontally to the position the player is currently in, but can chase after the player if it gets close to the enemy spaceship.
- If player collides with this, two lives are lost. Losing all 10 lives means the player loses.

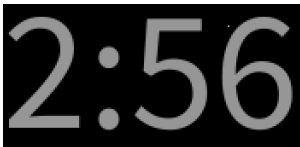
4



The projectile that gets shot from an enemy spaceship.

- Travels downward. Speed of travel depends on the difficulty.
- If player collides with this, one life is lost. Losing all 10 lives means the player loses.

5

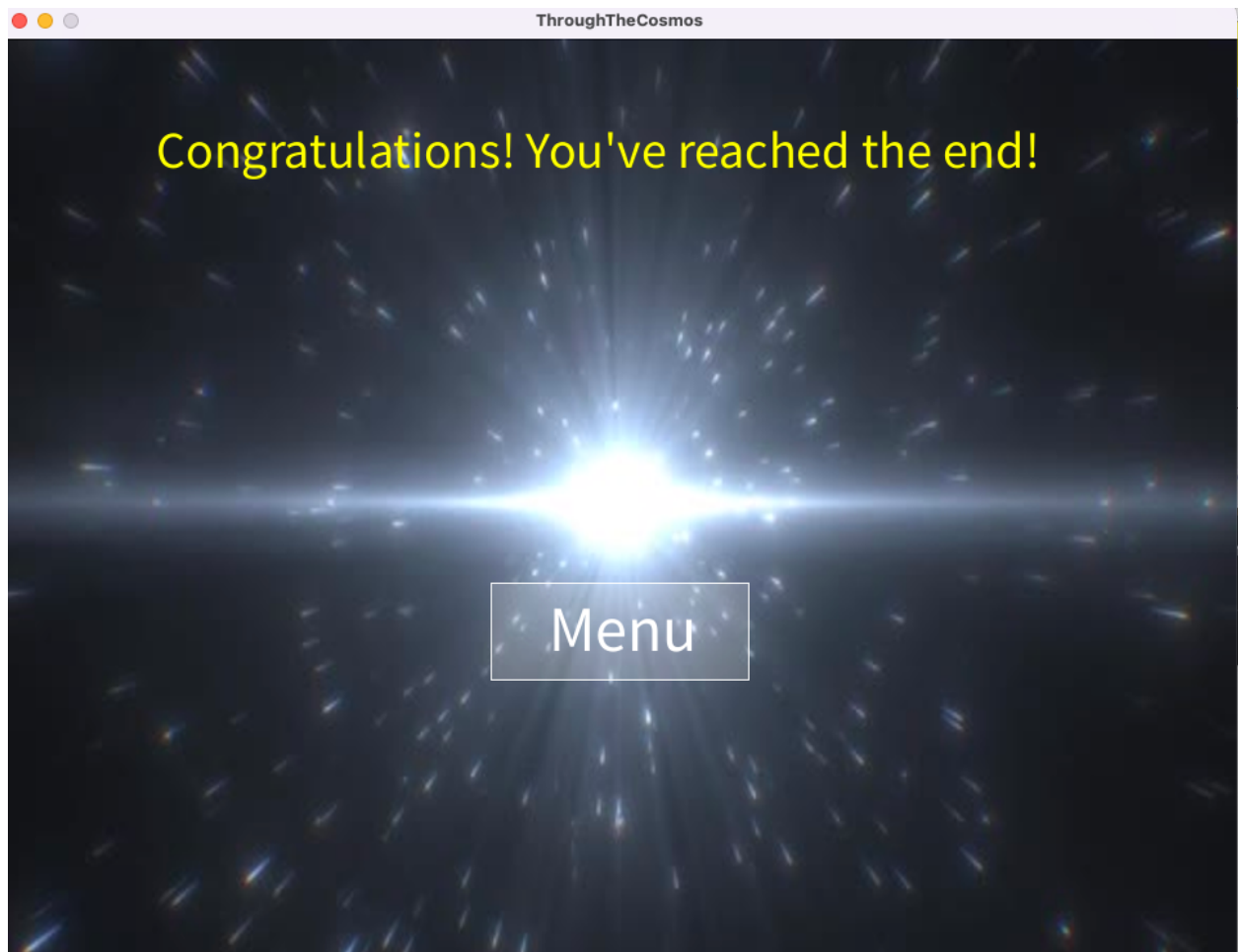


The timer.

- Left side of colon represents 'minutes' and right side of colon represents 'seconds'.
- The timer can take longer to finish depending on the difficulty.
- Once timer reaches zero minutes and zero seconds, the player wins.

Outcomes

- If player wins, the 'Win' screen will display as shown below. Left-click the **"Menu"** button to return back to the game menu screen.



- If player loses, the 'Game Over' screen will display as shown below. Left-click the **"Retry"** button to restart the level at its current difficulty or the **"Menu"** button to return back to the game menu screen.

