SPACE ATTACK

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Contents

1 Story

1.1 Introduction

In the year 2028 humanity found out that they weren't alone. They came when we least expected it. Most of the world is dead from the alien landing parties. We have discovered that there is one advantage we have on them. The have no bombs. We have one last line of defence. You! God help us.

1.2 Who are you?

You are the gunner controlling the last city's last turret. Your job is simple... Defend the city... or suffer the children.

1.3 Who are they?

Nobody knows all we know is that every city they get to ends up empty. We must keep them out... think of the children...

2 Controls

Depending on whether or not the version of Unix, they type of command line interface you use, and what version of ncurses is available will determine whether or not you will be able to default interface.

If your version of Unix and curses supports special key presses:

LEFT ARROW - Will cause your turret to move to the left.
RIGHT ARROW - Will cause your turret to move to the left.
DOWN ARROW - Will cause your turret to jump to the very end.
UP ARROW - Will cause your turret to jump to the very beginning.
SPACE - Fire the rocket!
Q - Quit and let the children suffer.

If your version of Unix or curses doesn't support special key presses:

, - Will cause your turret to move to the left.
. - Will cause your turret to move to the left.
/ - Will cause your turret to jump to the very end.
m - Will cause your turret to jump to the very beginning.
SPACE - Fire the rocket!
Q - Quit and let the children suffer.

3   Interface
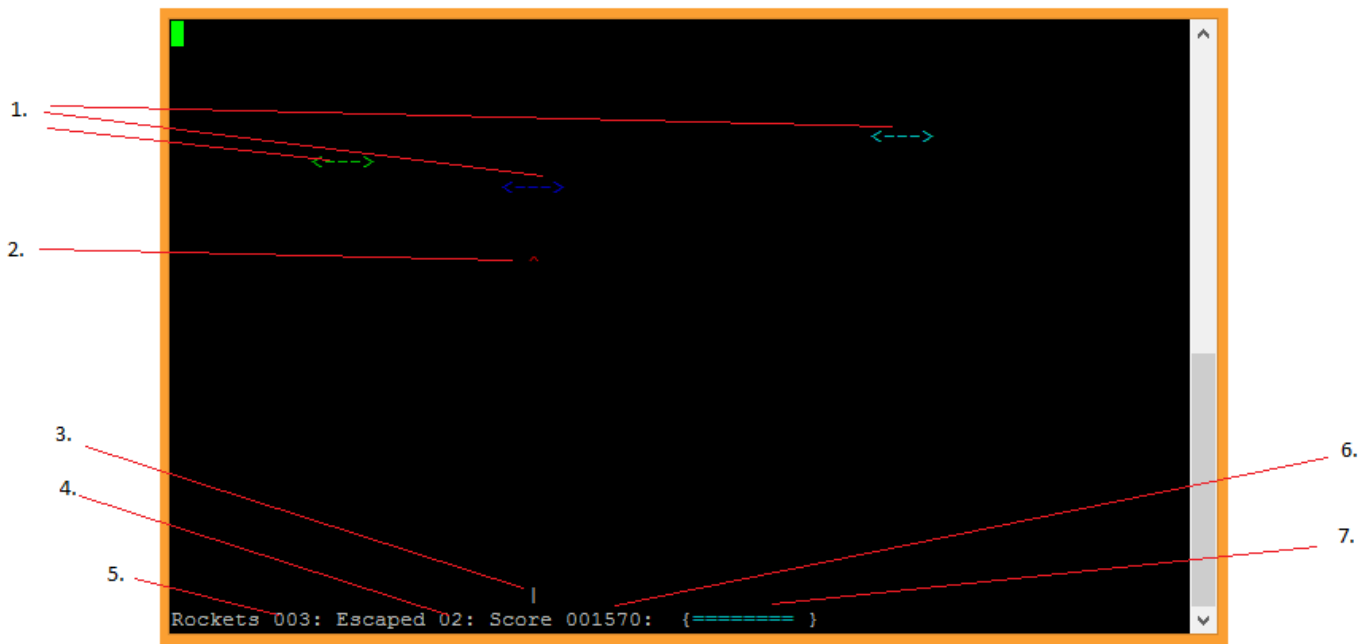
1........Saucers
2........Rockets
3........Turret
4........Escaped Counter
5........Rocket Counter
6........Score Board
7........Bonus Rocket Gauge

3.1   Saucers

The saucers are the enemy's ships. You fire rockets at these ships to blow them up. The different ships colours represent how fast they are categorically. If 10 of these ships gets to the right edge of the screen then there are enough alien troops landed to overrun the infantry. If this happens then you have failed the last citizens and they will raze the city... think of the children...

3.2   Rockets

These suckers pack enough of a punch to blow up a alien ship with a single hit. Unfortunately we are running low of them. For every enemy ship you hit you will get only 1 extra rocket so don't miss or all is lost... think of the children...

3.3   Turret

This is your turret. You can move it left and right using the appropriate keys. When a rocket is launched it is always launched from the location that the turret was at at launch time. So position the turret carefully or you will was rockets... and our hopes...

3.4 Escaped

This counter counts the number of rockets that have gotten past you. If this gets to 10 all the citizens are going to die.

3.5 Rockets

This counter shows how many rockets you have left. You start with 10 rockets. If you run out of rockets then the there is nothing stopping the aliens, so don't waste any because you don't have many.

3.6 Score

This counter shows your score. You get points for every ship you destroy. The faster the ship the more points you get.

3.7 Bonus Bar

This bar fills up slowly. When it is full you get a bonus rocket. The one thing that will help you, so DON'T WASTE IT.

4   Requirements

This game will only run Unix systems that support posix threads.
This game requires ncurses (libncurses5-dev to build)
This game also requires a terminal window that is 80 x 21 in size.