

Galaxhoot User Manual

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1 System Requirements

Device with:

- Android OS 1.6 or higher
- OpenGL ES 2.0 or higher
- Built-in Accelerometer

2 Installation

1. Copy Galaxhoot.apk on your phone
2. Install the app by opening the apk using the file manager of your choice.
3. Launch the Game!

3 Game Instructions

3.1 How to play

Move your spaceship to the left by moving your device to the left and to the right by moving it to the right. You may also change view mode depending on where you are comfortable. The spaceship will automatically fire its guns once it has finished its reloading time. Hit them all and don't be hit. Aim for the highest score and boast it to your friends. ENJOY!

3.2 In-Game User Interface

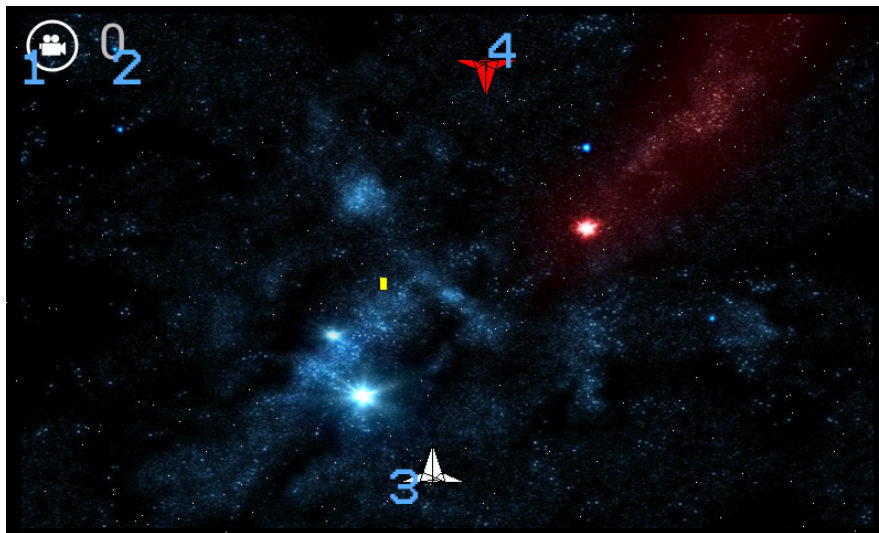


Figure 1: In-game layout

1. **Change View Button**

Triggers the change of view mode in the game

2. **Score/Message Section**

Displays your current score. Also displays some in-game messages.

3. **Main Ship**

This is the ship you control.

4. **Enemy Ship**

Enemy Ships are red in color.

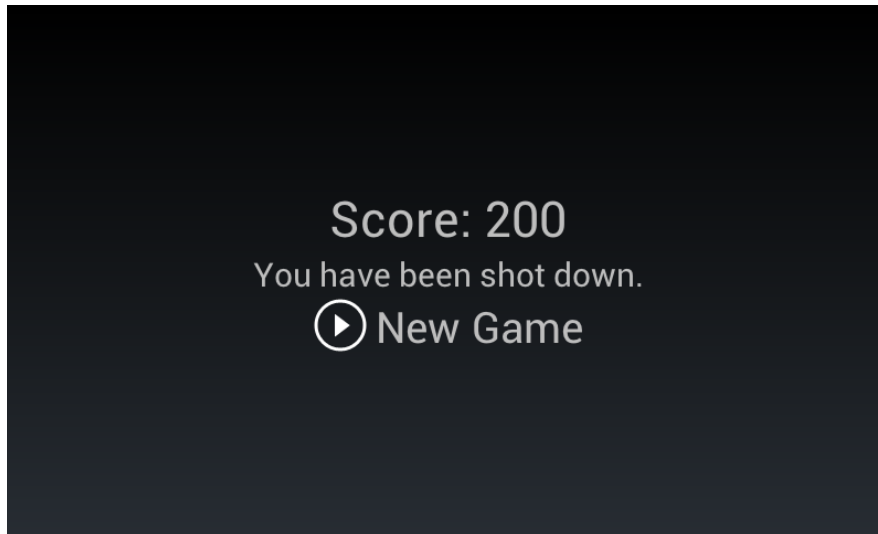


Figure 2: Game over screen

3.3 View Modes

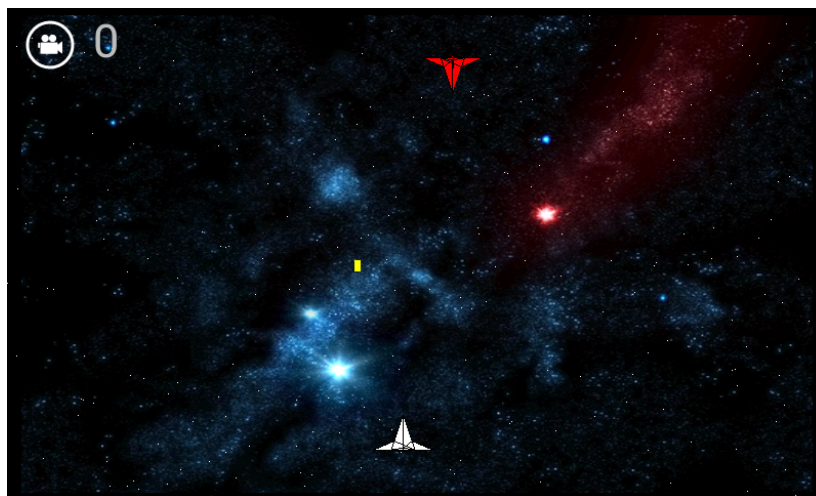


Figure 3: Birds Eye View

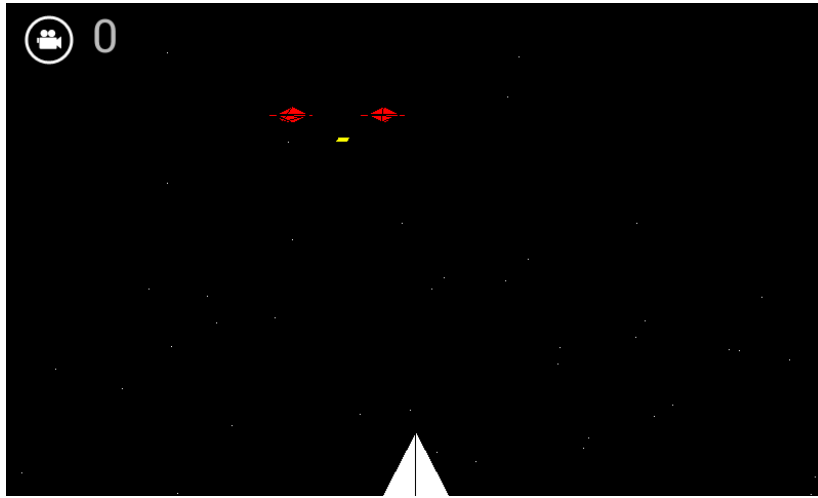


Figure 4: First Person View

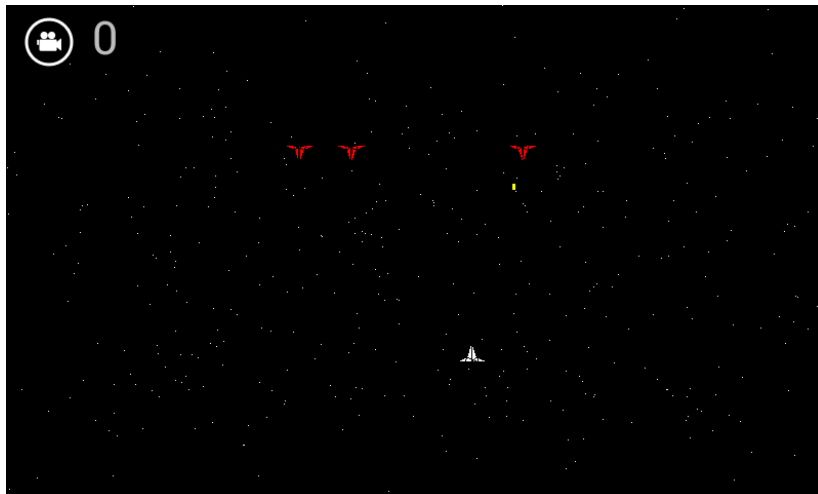


Figure 5: 3D View

4 Extension

You may continue to develop **GALAXHOOT**. The source code is available at the *source* folder. It contains the *Galaxhoot* folder which is a Eclipse Android Project.

4.1 Development Requirements

- Android SDK 1.6 or higher and platform-tools
- Eclipse ADT plugin
- Developement Device (optional)

4.2 Development Resources

For more information on Android Open GL development visit the following sites:

- Android Development Overview
<http://developer.android.com/guide/index.html>
- Android SDK Installation
<http://developer.android.com/sdk/installing.html>
- OpenGL ES Introduction
<http://developer.android.com/guide/topics/graphics/opengl.html>