Deception is effectively a memory game.

Title Screen

Deception

Authors Name

Difficulty Levels.

Thanks to :

Difficulty Levels

|  |  |  |
| --- | --- | --- |
| Level # | Descriptor | Description |
| 1 | 3 | Construct 2 |
| 2 | 4 | Corona SDK |
| 3 | 5 | Unity |
| 4 | 6 | C++ OpenGL |
| 5 | 7 | Assembler |

Top 1 Up & Hi Score lines

640 x 960 screen

Game area – Circular planet with guns at each angle. Buttons fire a gun but the buttons can be rewired. Function Expression to convert button fire numbers to gun numbers.

Buttons 3-8 accordingly coloured from 1,2,3,4,5,6 colours RGB. Colourable family.

Text Area at bottom.3 text lines, one of which rolls out slowly, moves to lower lines at end.

Twinkle effect in background.

Graphics.

* Planet
* Button
* Gun
* Missile
* Attacker
* Font

Layer 0 (Missiles)

Layer 1 (Guns, Ships)

Layer 2 (Planet, Buttons, Text area)

Attack and Switch regularity speeds up as time goes on.

Globals score, highScore, level, isGameRunning, localstoragekey