User Manual

In this report I will describe the objective of the game and its functionality.
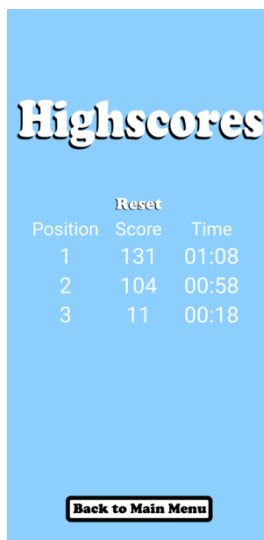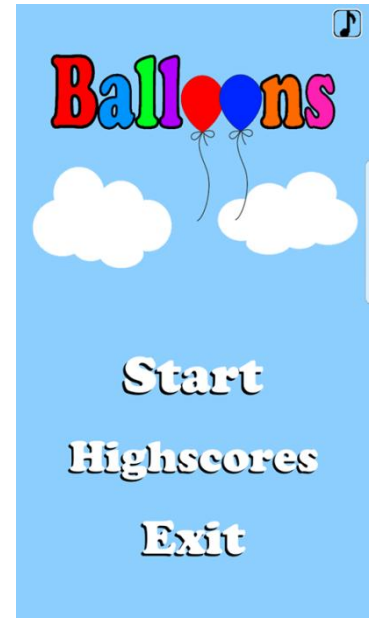

When the app is first opened the player will be greeted with a **Splash Screen**. It can be seen on the left.

The splash screen will disappear after about 0.5 seconds and the user will be greeted by the **Main Menu**.

At this stage the player has 3 options:

- Start the game by pressing the "Start" button which will navigate to the game screen and the game will automatically start
- Click "Highscores" and be taken to the highscore menu
- Exit the app by clicking the "Exit" button

The highscores menu can be seen on the left.

It contains a table which keeps track of 3 best scores as well as corresponding times that the user managed to achieve whilst playing the game, they will be ordered from the highest to lowest. If a score is beat by achieving a higher score, the program will update the table accordingly.

The menu contains a "Reset" button used to erase the data from the table.

As well as a "Back to Main Menu" button which takes the user back to Main Menu.

The gameplay:

The aim of the game is to pop all of the balloons which appear on the screen before they float up to the top of the screen and disappear.

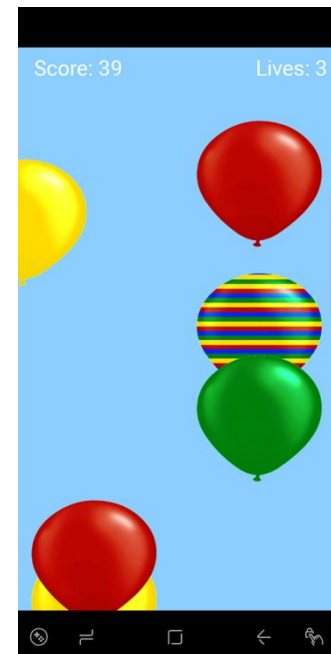Clicking a standard balloon (red, yellow, green or blue) will pop it granting a player 1 point.

If a balloon escapes the player will user a life (1 per balloon).
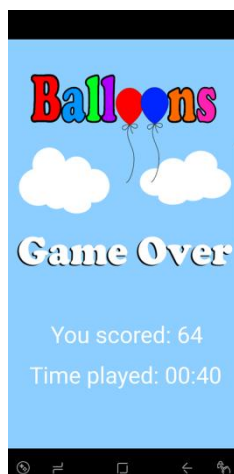
The Score is displayed in the top left of the screen.

The lives remaining are displayed in the top right of the screen.

Clicking a black balloon doesn't grant any point, instead it changes the balloons colour to one of the 4 regular colours after which it has to be clicked again to be popped, it then results in a point.

Clicking a rainbow balloon grants the player 20 points as well as replenishes 1 life if the number is less than 3, 3 is a maximum.

Game Over:

If the player looses all the lives, the game over screen will appear displaying the score achieved, the survival time. If the score is higher than the current scores stored in the highscore table, the table will be updated accordingly.

To go back to main menu from the game over screen the player has to click the back function button and the game will navigate to main menu.

Additionally, the game contains sounds effects, these can be muted by simply clicking the button in the top right hand corner in the main menu . The button has been highlighted in a red circle on the image to the right.

The button changed its state to inform the user whether the sounds are muted or not.

Exit: The player can exit the game by clicking the "Exit" button in the Main Menu