**The Sky**

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**Shooter From**

**Saving A Map**

**Game Controls**

**The Weapons**

Once upon a time, there was a solider in training who needed to be educated. The solider was given a task for his training. The soldier’s task to kill all the enemies in an arena without dying. This was all pretend, because the soldier was being trained. Therefore, the soldier is able to do their training as many times as needed. The soldiers goal is to have the fastest time in each “map” to be the top soldier in the ranking. His task will be achieved using the weapons which he has equipped and his tactical skills.

While playing a map, the ability to save the map at the current state the game is in is possible. The player can save the map by moving on top of a save tile (a tile that says save game on it) and clicking escape. Doing this, will bring you up to the pause menu but, instead of having the pause menu you usually have, an extra button is showed that says Exit and Save. Clicking the button will allow the player to save the current state of the map and exit.

Throughout the game, the control the soldier a keyboard and a mouse will be needed. To rotate the soldier, the mouse can be moved and the soldier will rotate with the mouse. To move the soldier, the WSAD keys or the arrow keys can be used. To shoot the weapon the soldier is currently holding, the left mouse clicked can be pressed and to reload, the right mouse key can be pressed. The soldier can also change weapons and to do that the 1, 2, 3, and 4 keys can be used.

For the soldier to achieve his task, he needs weapons which are provided. The soldier has access to a handgun, rifle, shotgun, and throwing knives. The first 3 weapons all have ammo and the player can reload the guns when he wished. On the other hand, the fourth weapon, the throwing knife, does not have ammo and that is because the soldier is given an infinite amount of knives but, before he throws a new knife, has to completely throw the old knife and get a new one.

**The Game**

In the game, every single map that can be played by a soldier has high scores but not all maps are beatable. Some maps have too many enemies making it impossible to beat, others have enemies that the soldier is unable to get into making it impossible to beat the map. But, maps that are possible could have soldier times saved in the high scores. To view to high scores, a user must go to the main menu, choose high scores, pick their map and then they will be shown the top times of the map. This times represent the fastest soldiers to complete the map.

**Profile Statistics**

Each profile that exists in the game, contains a soldier that the user uses to fight the enemies. Each profile in the game has its own statistics that are tracked each game the soldier plays. The statistics track the amount of enemies killed, total health lost, total game time, total death count, and total bullets shot. The statistics for a specific profile can be viewed by logging into that profile and clicking on profile statistics in the main menu. Doing so will show all the statistics for the current user.

During the game, the ability to create a map that the soldier can try to beat is available. In the main menu, the user has the ability to click on the map creator where at first they would have to give a map size to begin creating. Once a map size was given, the user can use the keys 1, 2, 3, 4, 5 to switch between tile types and the left mouse button to place tiles. Once the map is created, pressing the escape key, typing the name of the map, and clicking save will save the map and will be shown for the soldier to play in with all the other maps.

**High Scores**

**Map Creation**

**Loading/ Starting a map**

Loading and starting a new map is very simple. When a map is chosen from the list of available maps, if a save exists for the specific map on the profile that the player is playing on, the user will be asked to choose between loading a save of the map or starting with a new map. Whichever option the player chooses; the game will be started either as a new map or a loaded map with the same stats that the map was saved with.

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**QUALITY ANALYSIS**

**QUALITY MEASUREMENT**

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**SERVICE REALIZATION**

**Hints/Tips**