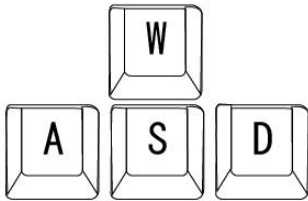


# Shmup documentation

## controls

In the menu you have to use your mouse to navigate.



W: Moves character up.  
A: Moves character left.  
S: Moves character down.  
D: Moves character right.



Spacebar: Fire bullets.  
(You have to keep the button down to keep shooting)



Escape: Pauses the game while playing.



F11: Toggle fullscreen mode.

## gameplay

When you press Start Game you will start the game. You move using WASD and shoot using the Spacebar. The enemies will come from the right of the screen. Make sure You avoid enemy bullets, You don't have to avoid the enemies themselves. When you shoot you have to hit the enemies, shooting the enemy bullets will do nothing. At the end of each level You will have to battle a boss He has more health then a normal enemy so it will take some shots to take him down. After defeating the boss your carcter will float out of the screen on the right hand side and the next level will begin.

## Score

Your score is located at the bottom of the screen. The score system work as follows: Each enemy you kill gives you 10 points. There is also a multiplier the multiplier starts at 1 so for each enemy you will get 10 times 1. Every time you kill 4 enemies in a row without getting hit yourself your multiplier will increase by 1. example: if the multiplier is at 2 each enemy will you kill will give you 10 times 2 points so 20 points. if you get hit yourself the multiplier will reset to 1 regardless of how high it was before.