

# Activate all robots!

Orhan Küçükylmaz

June 17, 2017

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## Change History

Version	Who	What	When
0.1	Orhan Küçükyılmaz (OK)	Initial Document	17.04.2014
0.2	Orhan Küçükyılmaz (OK)	Updated Image	08.07.2015

## Abstract

a jump'n'shoot riddle game

After the Hero's attack, it's your duty to...

*activate all robots!*

Every 'activation-shoot' costs you points.  
For every robot, machine or trap you activate,  
you get points.  
If you get hit, you lose a point.  
If you have only *one point left*  
than you have only *one ONE* shoot to make points or it's ...

... *GAME OVER!*

## 1 Levels, Robots, and more

In this Section it's all about the levels the robots and more.

### 1.1 Level 0 - The Start/Menu level

Most games don't have a playable menu level. What is a playable menu level?, you ask.  
Good question very good question indeed.

What is a menu?

Before a person can start a game he usually select from a menu what he wants to do.  
The menu is usually something like:

- Start
- Options



Figure 1: His name is mini



Figure 2: The Title

- ... (something something)

Here the controls are different to the controls in the game.

Up and down on a joy-pad, joystick or on a keyboard (sometimes “w” for up and “s” for down) toggle between the menu items. With one button on the joy-pad, joystick or keyboard (sometime space or enter) the user select what he wants to do.

In this game the menu is a playable level. Why?

So the user uses the actual controls of the game and not some extra controls for the menu. So he can learn the controls for the game early.

Level 0 teaches the player how to play the game, and presents him the first robot to activate.

But first let us take a look at the elements of the first level: