

## Contents

<b>Activate all robots</b>	<b>1</b>
Change History . . . . .	1
Introduction . . . . .	1
Levels, Robots, and more . . . . .	2
Level 0 - The Start/Menu level . . . . .	2
Project goals . . . . .	3
Levels . . . . .	3
Robots . . . . .	3
Start Level (00) . . . . .	3
Jump Level (01) . . . . .	4
Jump Level (02) . . . . .	4
Jump Level (03) . . . . .	4
Jump Level (04) . . . . .	4
Jump Level (ENDGEGNER) . . . . .	4
TODO . . . . .	5

## Activate all robots

### Change History

Version	Who	What	When
0.0.1	Orhan Küçükyılmaz (OK)	Initial Document	17.04.2014
0.0.2	Orhan Küçükyılmaz (OK)	Updated Image	08.07.2015
0.0.3	Orhan Küçükyılmaz (OK)	Added Project Goals	02.07.2017
0.0.4	Orhan Küçükyılmaz (OK)	Change Game Over	21.06.2018
0.0.5	Orhan Küçükyılmaz (OK)	First Jump Robot	08.07.2018
0.0.6	Orhan Küçükyılmaz (OK)	Active Robots	18.07.2018
0.0.7	Orhan Küçükyılmaz (OK)	Shoot Colide	06.08.2018
0.0.8	Orhan Küçükyılmaz (OK)	State updates hero variables	21.03.2021
0.0.9	Orhan Küçükyılmaz (OK)	High Jump Robot	21.03.2021
0.0.10	Orhan Küçükyılmaz (OK)	Shoots optimized	21.03.2021
0.0.11	Orhan Küçükyılmaz (OK)	Simple Robot class added	24.05.2021

## Introduction

*a jump'n'shoot riddle game*

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

*activate all robots!*

Every 'activation-shoot' reduces **points**. Every activated robot, machine or trap adds **points**. Getting hit removes **points**. If the player has only *one*

*point left* he gets warned that only one *ONE* shoot is left ...

~~>... GAME OVER!~~

... AND ATFTER THAT, HE HAS NEGATIVE SCORE

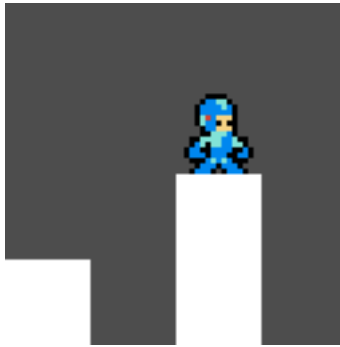


Figure 1: His name is mini

## Levels, Robots, and more

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

### Level 0 - The Start/Menu level

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

What is a menu screen?

Before a person can start a game he usually can select on the menu screen what he wants to do. The menu screen usually contains a list of selectable items:

- Start
- Options
- (*something something*)

On this menu screen the controls are usually different than 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:



Figure 2: The Title

## Project goals

No project is ever done if there are no goals set. To know when the Version 1.0.0 is done of this game, some goals are set.

Some of this goals will be hard set goals, like the number of different levels, robots, boss robots and such. Some goals will be soft, like graphics, sound, all the look and feel.

## Levels

A Minimum of 5 levels. Every Level has 5 Stages.

Level Zero is the playable menu level.

## Level Structure

Each level exist of 5 stages. Each level has one theme and one kind of robot. 4 stages of one level introduce one new robot, the 5th stage is the Endgengner stage. Each level introduces a new kind of robot, each stage introduces a new version of the robot.

## Robots

### Start Level (00)

- Start Robot
  - the Start Robot has to be activated
  - if activated it falls down
- Exit Robot
  - the exit robot appears if (all) the robots are activated
  - has to be activated also to leave the room
- Reset Robot

- can be activated if to many activation shoots where used to leave level 0-0
- resets the points to seven
- resets the start robot and the exit robot also.
- Continue Robot
  - appears if the level 1-0 to 1-4 are mastered
  - can be activated to continue the last played level
- Start Boss Robot
  - a hidden level? and a hidden boss?
  - sleeping tiger hidden dragon

### **Jump Level (01)**

- Jump Robot
  - ☒ starts jumping when activated
  - ☒ helps get higher grounds
  - ☒ blocks passages sometimes
  - ☒ open passages by jumping away

### **Jump Level (02)**

- High Jump Robot
  - like the jump robot
  - ☒ just jumps higher

### **Jump Level (03)**

- Water Pump Jump Robot
  - ☐ shoots water to jump
  - ☐ can be on his back

### **Jump Level (04)**

- Gravity Jump Robot
  - ☐ jumps from the ground to the ceiling
  - ☐ can sometimes be like an elevator

### **Jump Level (ENDGEGNER)**

- Jump Boss Robot
  - does everything the other jump robots does
  - ☐ turned up to eleven

## TODO

- ☒ JUMP ROBOTS COLLIDE BUG
- ☒ ROBOTS HAVE TO CHANGE COLOR WHEN ACTIVE
- ☒ SHOOT COLLIDES ANIMATION
- ☐ HIT ANIMATION
- ☒ STATE MASHINE STATE functions update variables
- ☐ Hero shoots bolts and nuts
- ☐ platforms dont push you throug objects? how to solve this