

# **Activate All Robots**

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## Change History

Version	Who	What	When
0.0.1	Orhan Küçükylmaz (OK)	Initial Document	17.04.2014
0.0.2	Orhan Küçükylmaz (OK)	Updated Image	08.07.2015
0.0.3	Orhan Küçükylmaz (OK)	Added Project Goals	02.07.2017
0.0.4	Orhan Küçükylmaz (OK)	Change Game Over	21.06.2018
0.0.5	Orhan Küçükylmaz (OK)	First Jump Robot	08.07.2018
0.0.6	Orhan Küçükylmaz (OK)	Active Robots	18.07.2018
0.0.7	Orhan Küçükylmaz (OK)	Shoot Colide	06.08.2018
0.0.8	Orhan Küçükylmaz (OK)	State updates hero variables	21.03.2021
0.0.9	Orhan Küçükylmaz (OK)	High Jump Robot	21.03.2021
0.0.10	Orhan Küçükylmaz (OK)	Shoots optimized	21.03.2021
0.0.11	Orhan Küçükylmaz (OK)	Simple Robot class added	24.05.2021
0.0.12	Orhan Küçükylmaz (OK)	Simple Projectile class added	24.05.2021
0.0.13	Orhan Küçükylmaz (OK)	More Robot ideas added	18.04.2022
0.0.14	Orhan Küçükylmaz (OK)	More Robot ideas added	14.06.2022
0.0.15	Orhan Küçükylmaz (OK)	Projectile Directions and speed	17.06.2022



# Introduction

*a jump'n'shoot riddle game,*

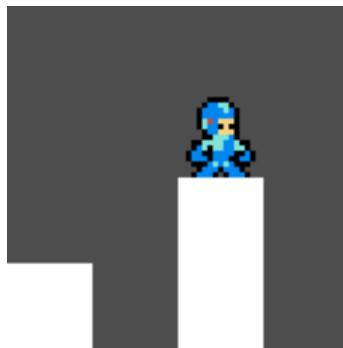
After the Hero's attack, it's your duty to...

*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 1:** 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 Endgenger stage. Each level introduces a new kind of robot, each stage introduces a new version of the robot.

## Robots

## Start Level

### 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

### 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)

- **Jump Shoot Robot**

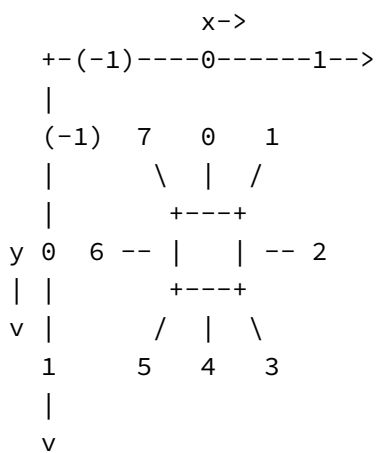
- ☒ jumps and shoots

What about directions?

- ☐ shoots to the left
- ☐ shoots to the right
- ☐ shoots to up
- ☐ shoots to down
- ☐ shoots diagonally left up
- ☐ shoots diagonally right up
- ☐ shoots diagonally left down
- ☐ shoots diagonally right down

That's eight directions.

Maybe an easier way to understand this is to use the following diagram:



Number	direction	values
0	up	(x = 0, y = -1)
1	up-right	(x = 1, y = -1)
2	right	(x = 1, y = 0)
3	down-right	(x = 1, y = 1)
4	down	(x = 0, y = 1)
5	down-left	(x = -1, y = 1)
6	left	(x = -1, y = 0)
7	up-left	(x = -1, y = -1)

An enum could be used to represent the directions.

## Jump Level (04)

- Gravity Jump Robot

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

## Jump Level (FINAL)

- Jump Boss Robot

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

## Water level

### Water Level (01)

- Swim Robot

- ☐ starts swiming when activated (on ground if not)
- ☐ helps get over water
- ☐ blocks passages sometimes

### Water Level (02)

### Water Level (03)

### Water Level (04)

### Water Level (FINAL)

## Gravity Level

### Gravity Level (01)

- Vertical Gravity Robot

- ☐ starts falling up and down
- ☐ helps get over the ground
- ☐ blocks passages sometimes

### **Gravity Level (02)**

- Change Gravity Robot

- ☐ starts changeing the gravity for player
- ☐ helps get over the ground
- ☐ blocks passages sometimes

### **Gravity Level (03)**

- Horizontal Gravity Robot

- ☐ starts falling left and right

### **Gravity Level (04)**

- Bullet Gravity Robot

- ☐ Acctracts bullets

### **Gravity Level (FINAL)**

- Gravity Boss Robot

- ☐ turns up to eleven

## **Fire Level**

### **Fire Level (01)**

- Fire Robot

- ☐ starts burining when activated
- ☐ helps get over Fire
- ☐ blocks passages sometimes

### Fire Level (02)

- Fire explosion Robot

- ☐ starts exploding when activated

### Fire Level (03)

- Fire shooting Robot

- ☐ starts shooting fire when activated

### Fire Level (04)

- Fire X Robot

- ☐ starts x fire when activated

### Fire Level (FINAL)

- Fire Boss Robot

- ☐ turns up to eleven

## Electro Level

### Electro Level (01)

- Electo Robot

- ☐ starts electrifying when activated
- ☐ activates other robots
- ☐ blocks passages sometimes

**Electro Level (02)**

- Electro Shooting Robot

- ☐ starts shooting charges when activated
- ☐ activates other robots

**Electro Level (03)**

- Electro Jump Shooting Robot

- ☐ starts jumping shooting charges when activated
- ☐ activates other robots

**Electro Level (04)****Electro Level (FINAL)****Laser Level****Laser Level (01)**

- Swim Robot

- ☐ starts swimming when activated (on ground if not)
- ☐ helps get over Laser
- ☐ blocks passages sometimes



**Laser Level (02)****Laser Level (03)****Laser Level (04)****Laser Level (FINAL)****Light Level****Light Level (01)**

- Light Robot

☐ starts lighting

**Light Level (02)****Light Level (03)****Light Level (04)****Light Level (FINAL)****Wind Level****Wind Level (01)**

- Wind Robot

☐ starts blowing wind

☐ blocks passages sometimes

**Wind Level (02)**

**Wind Level (03)**

**Wind Level (04)**

**Wind Level (FINAL)**

**TODO**

- ☐ HIT ANIMATION
- ☐ Hero sticky must be resolved better
- ☐ Jump robots dont push you through platforms (damage penalty) or phase through object
- ☐ Push robots into the robot array when certain conditions are met