



BLOBA IN SPACE - USER MANUAL

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Updates

Sprint	Version	Date	Modification	Person in charge	Verified by
1	0.1	2014-11-02	Version 1 of the app - corresponding to the work after sprint 1	Jessie Chen	Adam Öhrman
2	0.5	2014-11-17	Version of the app after sprint 2	Jessie Chen	Adam Öhrman
3	0.9	2014-12-03	Sprint 3	Adam Öhrman	Jessie Chen
3	1.0	2014-12-09	Updated after inspection	Jessie Chen	Jakob Boman

Introduction

Bloba in Space is a single player game for children. The targeted group is children approximately 4 to 10 years old. The user plays as the character Bloba who can move in all four directions, up, down, left and right. In short the story of the game unfolds in the blob universe that has been cursed by the angry and evil slob wizard Mad Zloby. All blobs in the universe except one has been turned into angry slobs. The gameplay essentially is to turn all the slobs back to blobs through successful collisions. To complete a level the user need to reach a certain level through collisions with slobs of smaller or equal size.



The targeted user will get a grip on addition and subtraction by the collisions and therefore the game is considered partly as educational but its main aim is to be a fun game for children to enjoy. The ultimate goal of the game is to convert Mad Zloby to a happy blob, which will be done when completing the last level.

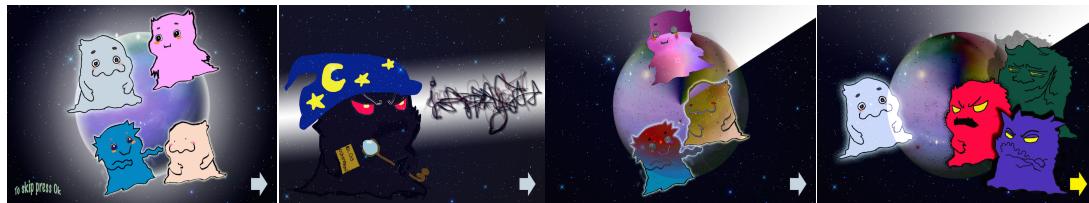
System Requirements

The application can be run on the Zenterio iOS with a TV-screen and the STB- controller.

Story

The story unfolds in the blob universe in a distant part of space. Bloba who is a normal happy slob lives there with

his dear happy friends. Until one day when the evil slob wizard Mad Zloby puts a curse on the universe and turns all the happy blobs in to sad and angry slobs.



All blobs are turned into sad and angry slobs, except one: Bloba. His mission is now to travel around in the universe and turn the slobs into blobs again. The only way they can be converted is through the force of happiness and friendship. Can Bloba finish his mission? Can he even turn the evil slob wizard happy?

Playing Bloba in Space

This section will be divided into different sections to give the user instructions on how to navigate through and understand the game parts. Below you see an overview of the different parts that will be explained in this guide:

- Start the game
- Customize your avatar
- Gameplay; Controls, movement, Enemies, Levels
- High score

Start the game

When you start the game an introduction of the story will be given to the player. In order to skip just press next in the game, which is done by pressing the right arrow on the STB-remote control. When navigating the menu and the introduction the following buttons will be used on the controller:

After the story has been introduced the main menu will be revealed. The separate parts of the menu will be described below.



Customize your avatar

When navigating from the main menu into the avatar choice you'll see this view. Here you can customize your avatar for game use by adding top, middle and bottom attributes on Bloba.

You navigate in this view by using the up and down arrow on the remote control. To change attributes, use right or left. Press menu on the remote control to go back to the main menu. The different attributes will be unlocked by finishing the levels in the game.



Gameplay



Controls, movement, size

Bloba, which is controlled by the user, is controlled by the STB-remote control according to the picture below.



Bloba moves in the chosen direction until the user switches direction or stops Bloba by pressing OK. Bloba always begin each level with size one. The aim of each level is to collide with slobs/enemies with equal or smaller size. After each successful collision Bloba grows by one in size. If he collides with a larger slob, he will shrink with the difference between him and the slob. For example, if Bloba is size 3 and collides with a slob with size 5, he will lose 2 in size ($5-3=2$). If Bloba runs out of size the level is lost and the player has to replay the level. While playing the game the user can choose to press the menu-button to pause the game and press it again to cancel the current session and return to the main-menu.

Enemies

There are 4 different enemies including the boss Mad Zloby, all presented below.



Name: Fury.

Characteristics: Fury moves from right to left on the screen. He is considered the easiest enemy.



Name: Grumpy.

Characteristics: Grumpy starts from the top of the screen and moves down.



Name: Sneaky.

Characteristics: Sneaky moves with a sinus curve pattern.



Name: The Evil Wizard Mad Zloby.

Characteristics: Zloby is the boss of the game and is the toughest one to beat. He moves around, bouncing on the edges of the screen. You have to collide with him 4 times to beat him and he got a powerful shield protecting him, but sometimes it disappears..

Levels

This is the level menu as shown the first time the user enters it:

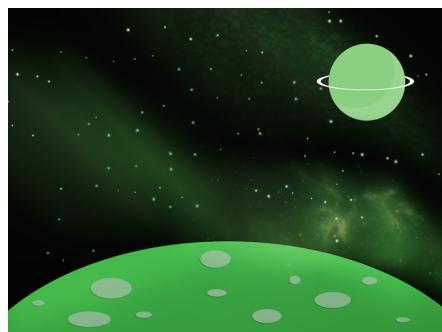
The user navigates through the menu using the navigational arrows on the remote control and enters level by pressing OK. The user has to finish the first level to unlock level 2, finish the second level to unlock level 3 and so forth. Each level is finished when Bloba has accumulated the size of 9. The different settings and enemies of the levels are shown and described below:



Level 1

Setting: Moon

Enemy: Fury



Level 2

Setting: Green-cheese planet

Enemies: Fury and

Grumpy





Level 3

Setting: The great flaming star

Enemies: Fury, Grumpy and Sneaky



Level 4

Setting: Boss level

Enemies: Fury, Grumpy, Sneaky and Mad Zloby



After each level, the user will be shown amount of stars earned. The number of stars user earns is dependent on how many unsuccessful collisions he/she made. If the user finished the level without any unsuccessful collisions the user gets 3 stars, one unsuccessful collision 2 stars and two unsuccessful collisions 1 star. If the user gets more than that he/she will get zero stars.

High score

The player will be able to see how many stars he/she accumulated over all levels in the scoreboard. The maximum amount is 4 times 3 that equal 12 stars. If the user did not get the full amount of stars he/she can get back to the level and replay them to try to get the maximum amount and make his/her score better.

