

SPACE INVADERS

Group – 11

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1. Game

The game will be opened with main menu. Once you select **Play** the game will be start.

By default, you will be given

- Health Points of 200.
- 3 Bombs Activated.

You can play the game by controls in How to Play (2).

Player's Ship:

In the game you are the ship which is **W**.

Weapons:

Your bullets are noted with **^**.

Other than that, you have Bombs which is noted with **O**.

Once they hit with enemy ship. It will be destroyed completely and make new child bombs like below,

g g g
g g
g

So, they will again hit on enemy ships and destroy them.

You can move in four direction, Right, Left, Up and Down. And destroy your enemy ships by firing **^** and **O**.

Enemy Ships:

There are two type of enemies.

@ = This is the most powerful enemy. In the series. By destroying them you can get more marks.

S = This is next type of enemy. They are less powerful than @. But do the same damage as them.

X = When part of the @ is destroyed a X will be left which the firing part of the @. So you get it. The damage will be the same as @.

Y = This is the left over from @ and S. These has no firing power. So you can destroy them freely and Collect more marks.

Once your bullet hit on enemy it will destroy like this. @, X, S turn into other form and Y will be destroyed.

@ → X → Y

S → Y

Enemy bullets are noted with |. The are fired randomly so face the game.

The points:

The points are given based on the ship type.

@ = 5 points

S = 3 points

X = 2 points

Y = 1 points

Health:

Health will be reduced when you hit with enemy bullets (|) by 20 Points.

Shield:

The shield will protect you from enemy attacks and it is noted with K. Once you press backspace a Shield will be created and it will destroy one an enemy bullet hit with it.

2. How to Play

Controls:

Move Ship:

Move right = Right Arrow Key

Move Left = Left Arrow Key

Move up = Up Arrow Key

Move down = Down Arrow Key

Weapons:

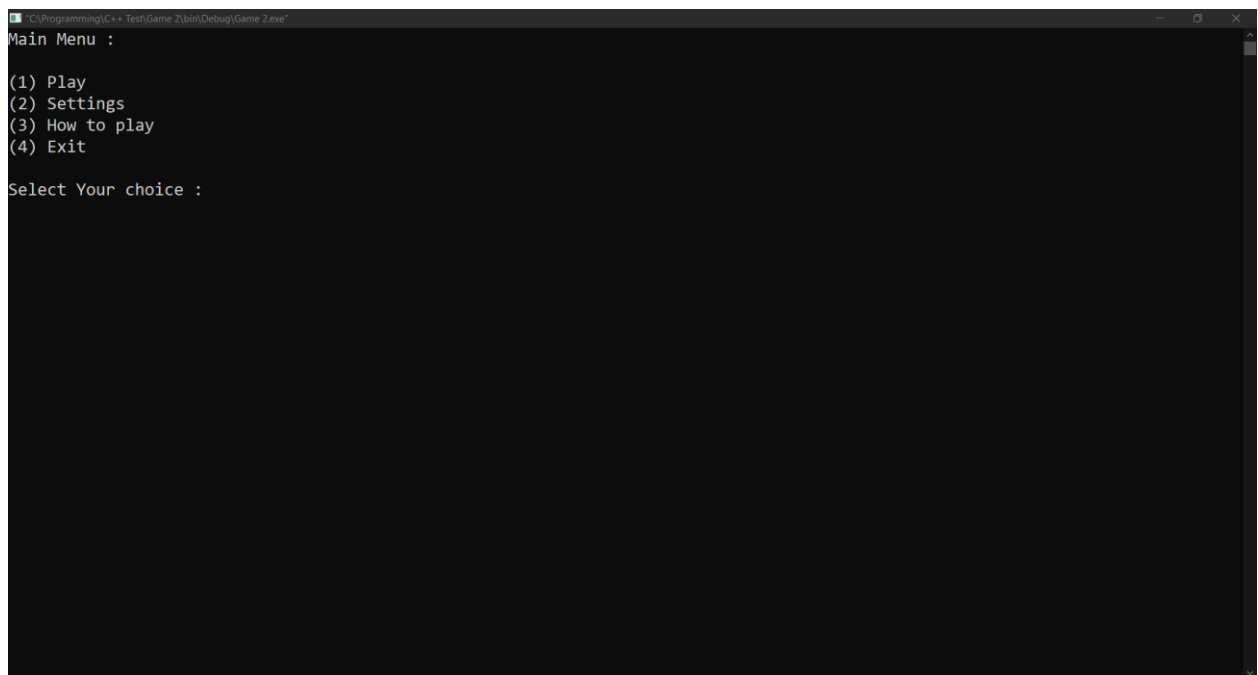
Fire = Space

Bomb = Tab

Shield = Backspace

Main Menu = Escape (ESC)

3. Main menu:



There are 4 selections in here.

- (1) Play
- (2) Settings
- (3) How to Play
- (4) Exit

The selection should be done by entering 1,2,3,4 or play, settings, how, exit.

In case of user didn't entered correctly below inputs also acceptable.

- | | |
|-----------------|---------------------------------------|
| (1) Play | -> PLAY , play , Play , 1 |
| (2) Settings | -> Settings , SETTINGS , settings , 2 |
| (3) How to Play | -> How , how , HOW , 3 |
| (4) Exit | -> Exit , EXIT , exit , 4 |

If user doent enter any of these then "Sorry....Did not get that" Will be displayed and give another chance untill user give correct input.

Functions of the selections:

(1) Play

A new game will be opened.

(2) Settings

The Settings of the game will be displayed. Which will be discussed under **d**

(3) How to Play

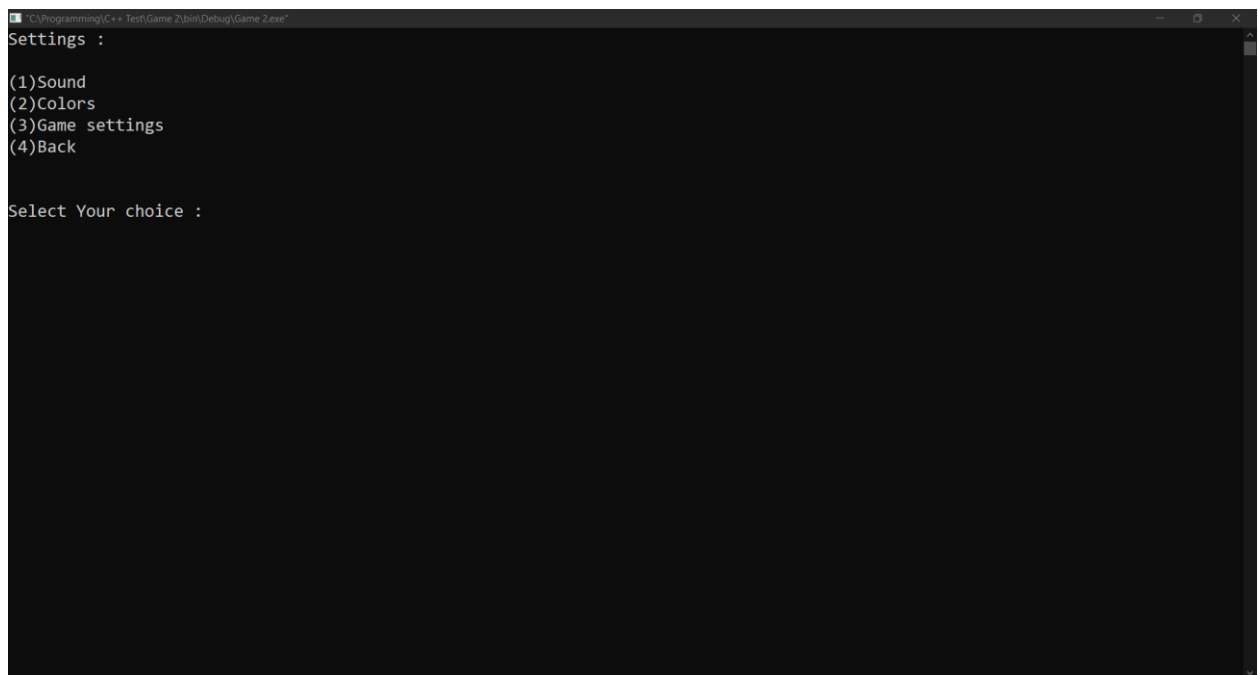
Set of controllers will be displayed. In here.

V2: More instruction will be added after asking if he need it or not.

(4) Exit

The game will be exit with displaying "Thank you for playing...".

4. Settings:

A screenshot of a Windows command prompt window. The title bar at the top reads "C:\Programming\C++ Test\Game 2\bin\Debug\Game 2.exe". The window content shows a settings menu with the following text: "Settings :", "(1)Sound", "(2)Colors", "(3)Game settings", "(4)Back", and "Select Your choice :". The background is black and the text is white.

```
"C:\Programming\C++ Test\Game 2\bin\Debug\Game 2.exe"
Settings :
(1)Sound
(2)Colors
(3)Game settings
(4)Back
Select Your choice :
```

Under Settings there are 4 options.

- (1) Sound
- (2) Colors
- (3) Game Settings
- (4) Back

The selection should be done by entering 1,2,3,4 or sound, colors, settings, back.

In case of user didn't entered correctly below inputs also acceptable.

- | | |
|--------------|---------------------------------------|
| (1) Sound | ->SOUND , sound , Sound , 1 |
| (2) Colors | -> COLORS , colors , Colors , 2 |
| (3) Settings | -> SETTINGS , settings , Settings , 3 |
| (4) Exit | -> EXIT , exit , Exit , 4 |

If user doent enter any of these then "Sorry....Did not get that" Will be displayed and give another chance untill user give correct input.

(1) Sound

The sound settings can be changed in here.

(2) Colors

The Color settings can be changed in here.

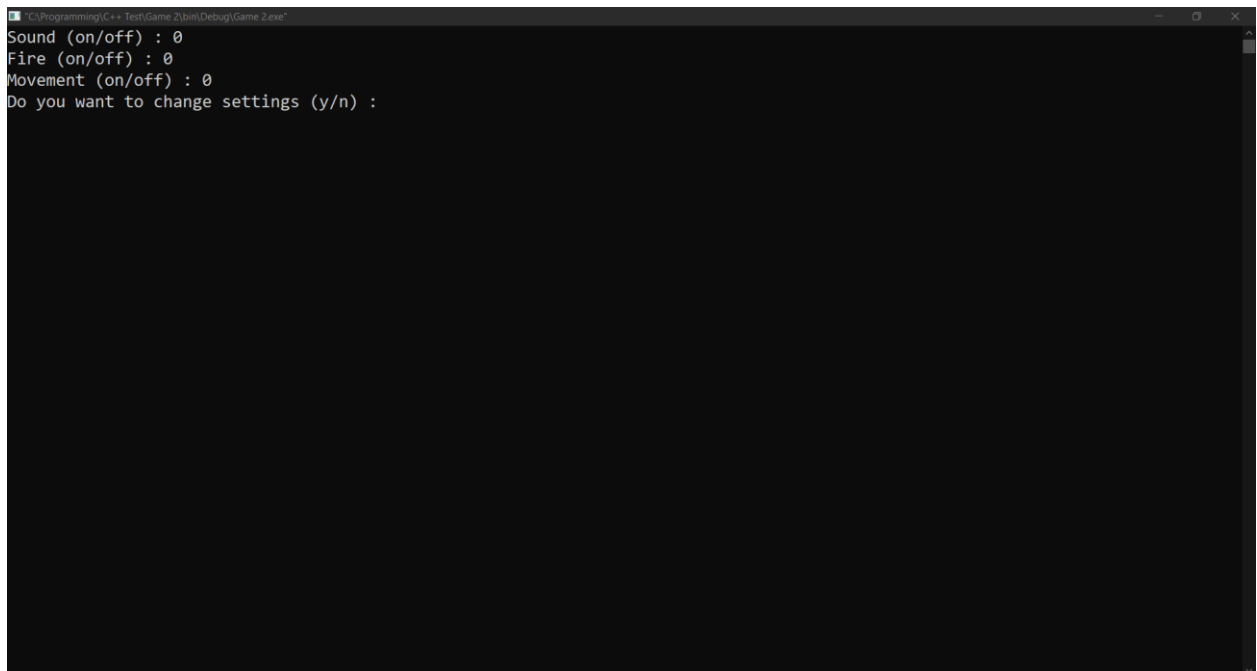
(3) Game Settings

The Game settings can be changed in here.

(4) Back

Back to Main Menu

4.a. Sound Settings

A screenshot of a Windows command prompt window titled "C:\Programing\C++ Test\Game 2\bin\Debug\Game 2.exe". The window has a black background with white text. The text displayed is: "Sound (on/off) : 0", "Fire (on/off) : 0", "Movement (on/off) : 0", and "Do you want to change settings (y/n) :".

```
"C:\Programing\C++ Test\Game 2\bin\Debug\Game 2.exe"
Sound (on/off) : 0
Fire (on/off) : 0
Movement (on/off) : 0
Do you want to change settings (y/n) :
```

These are some few options to change sound settings in here. The sound are generated by using buzzer (beep).

When enter to the sound settings current settings will be shown like this.

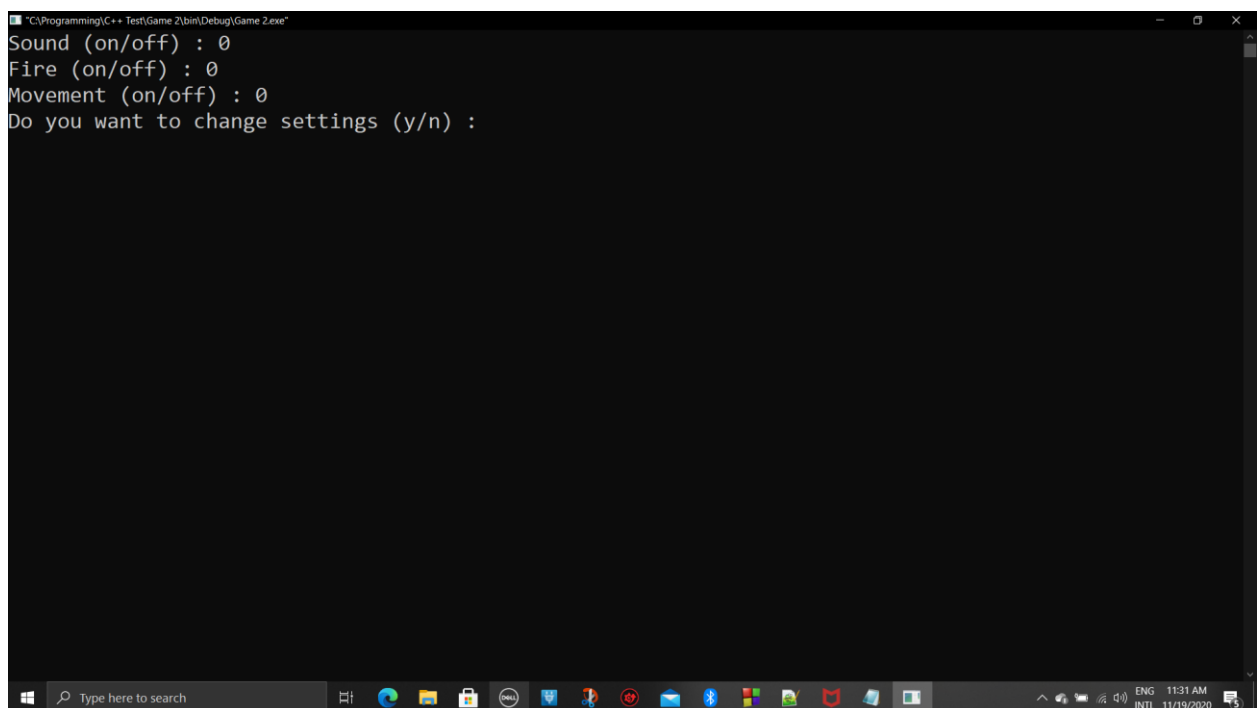
Then it will ask wheather you want to change the settings or not.

You can enter your choice by either 1, 0 (yes, no respectively) or yes , no or y , n.

In case of user didn't entered correctly below inputs also acceptable.

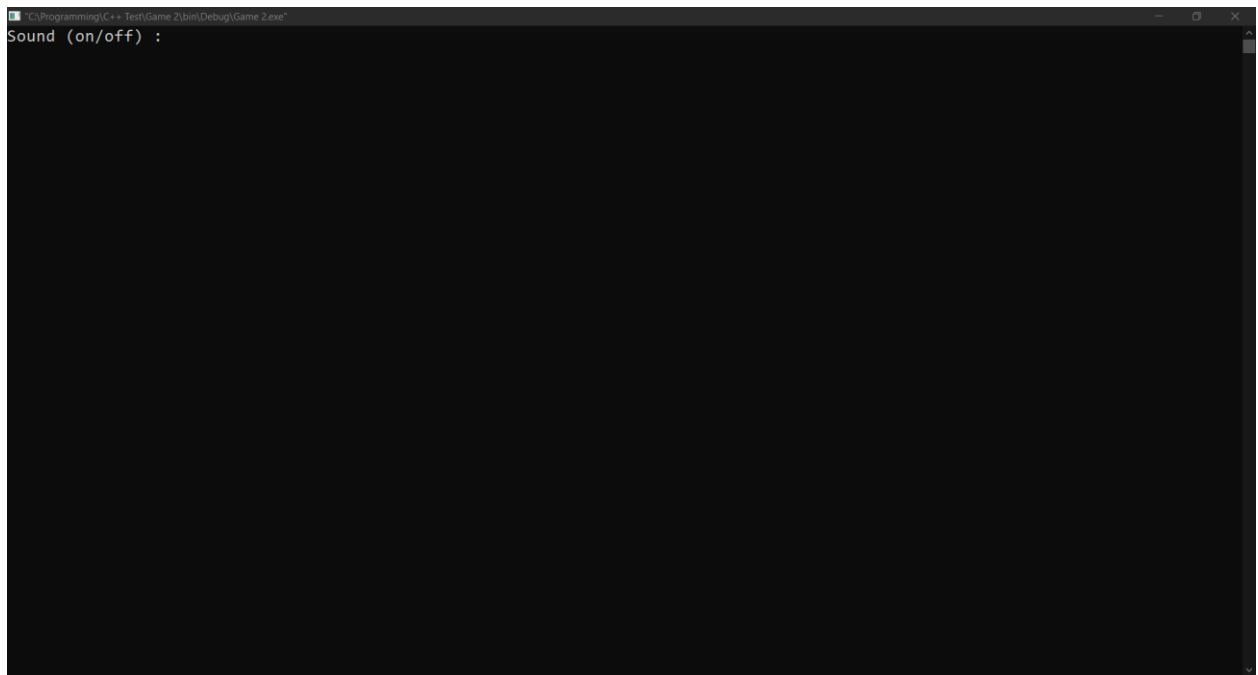
- | | |
|---------|--------------------------------|
| (1) yes | -> yes , YES , Yes , y , Y , 1 |
| (2) no | -> no , NO , No , n , N , 0 |

If user doent enter any of these then "Sorry....Did not get that" Will be displayed and give another chance untill user give correct input.

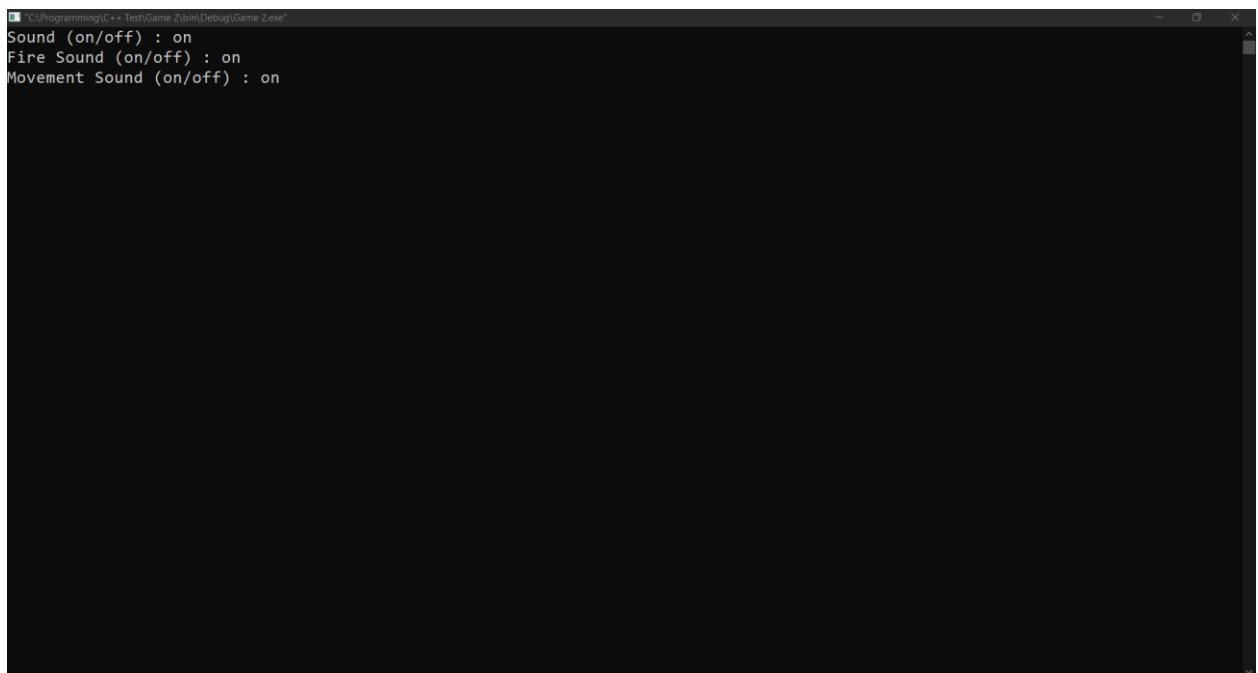
A screenshot of a Windows command prompt window. The title bar reads "C:\Programming\C++ Test(Game 2)\bin\Debug\Game 2.exe". The command prompt displays the following text: "Sound (on/off) : 0", "Fire (on/off) : 0", "Movement (on/off) : 0", and "Do you want to change settings (y/n) :". The window is open on a Windows 10 desktop, with the taskbar visible at the bottom showing various application icons and the system clock indicating 11:31 AM on 11/19/2020.

If user enter **no** then Game settings will be opened.

If the user enter **yes** then user will asked below qustions.



If user enter on or 1 (On , on , ON , 1) which makes all the sounds on then more options will be displayed.



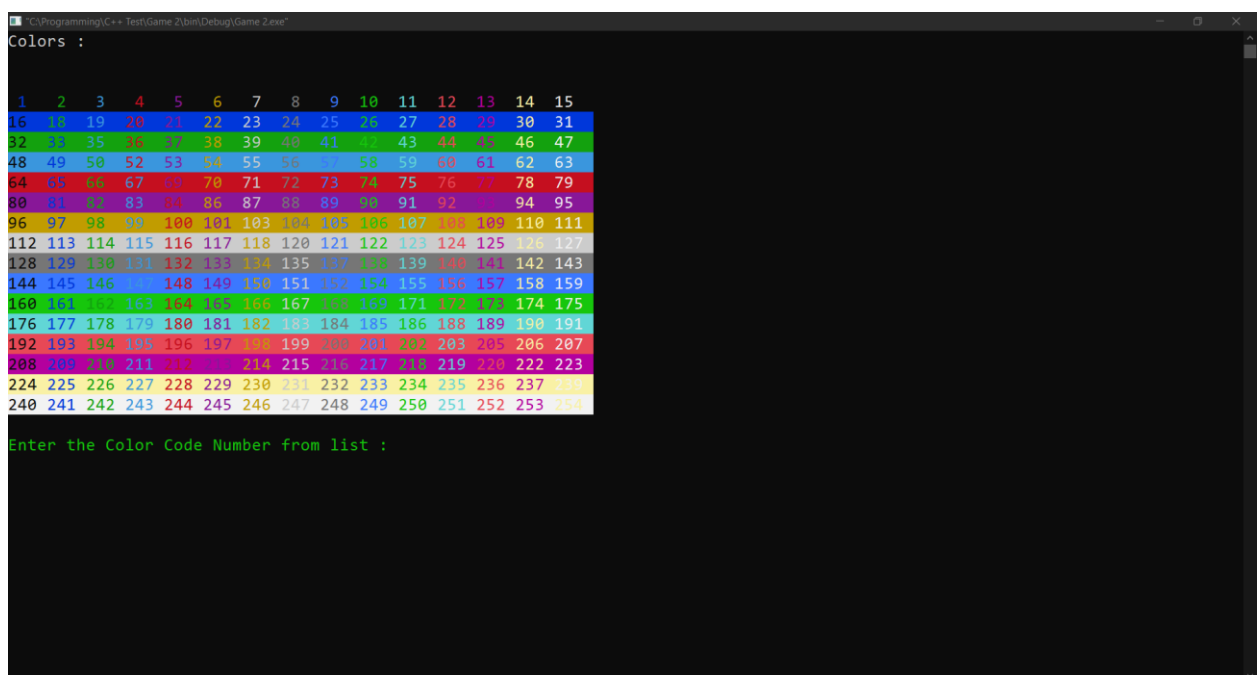
In here there are two sound settings. Which are

- Fire sound (When spacebar pressed)
- Movement sound (When arrow keys pressed)

You can select them by using,

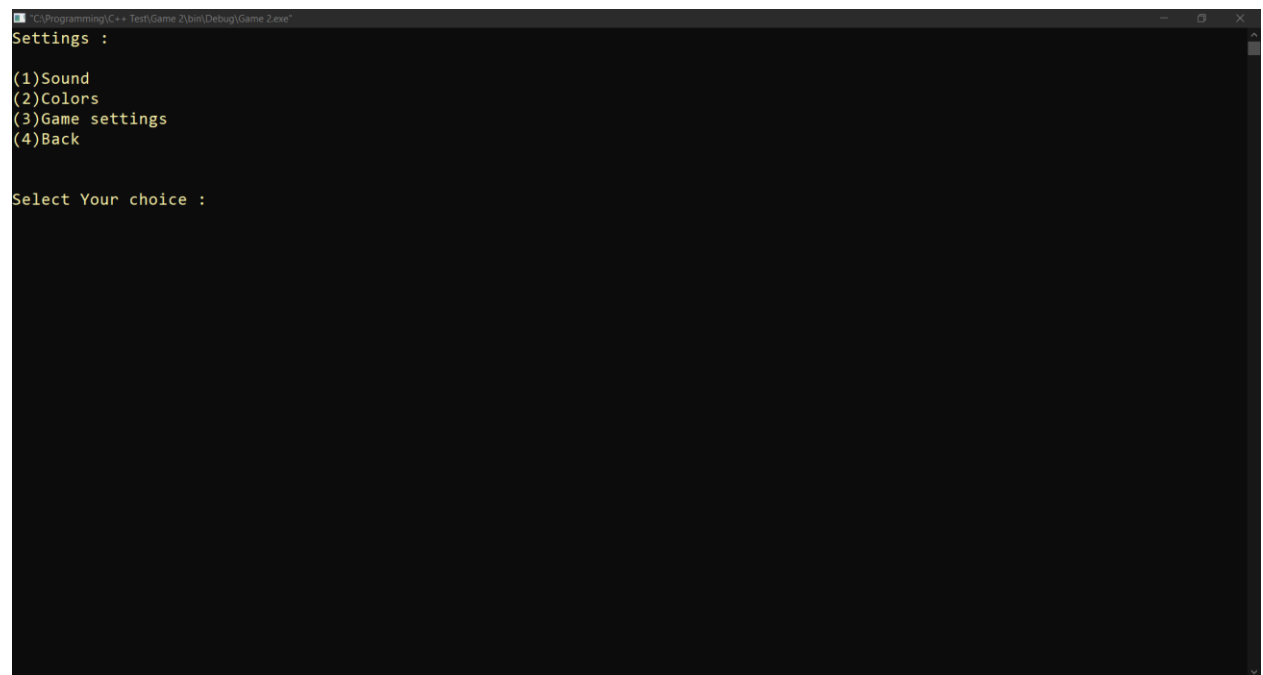
- On , on , ON , 1 to turn on the sounds
- Off , off , OFF , 0 to turn off the sounds

4.b. Color Settings

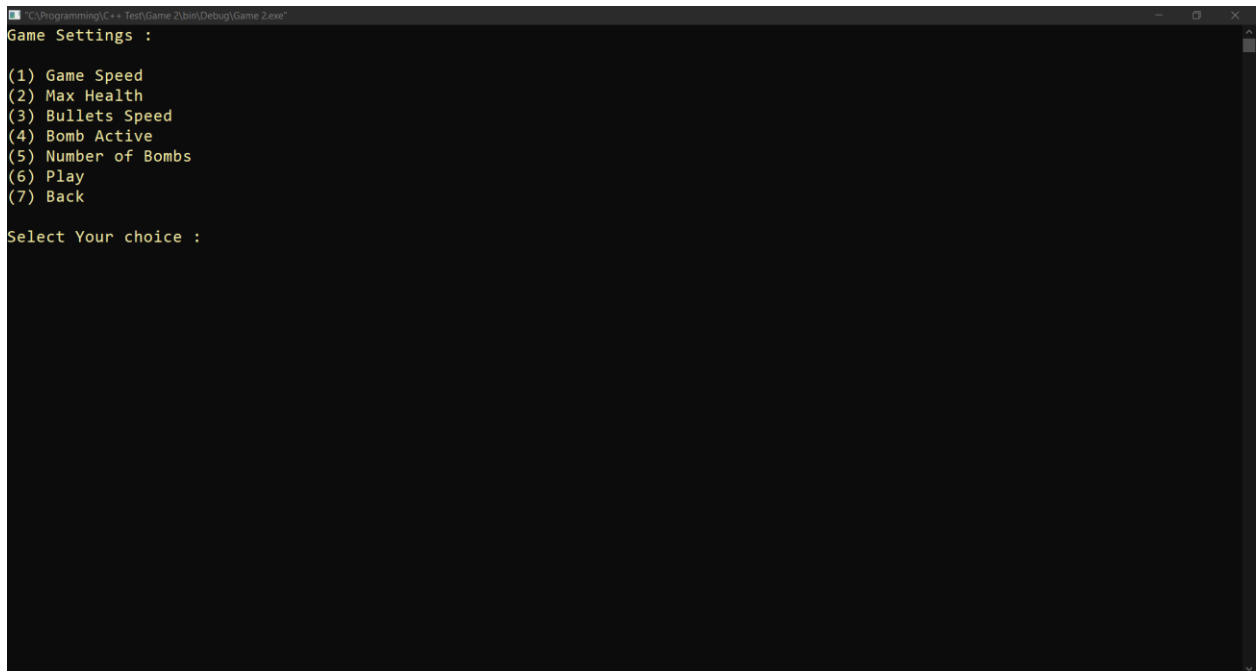


Under Color Settings a list of colors will be showed with their respective number.

Pick your preffered color number and then Enter it and press enter.



5. Game Settings



Under Game Settings there are 4 options.

- (1) Game Speed
- (2) Max Health
- (3) Bullets Speed
- (4) Bomb Active
- (5) Number of Bombs
- (6) Play
- (7) Back

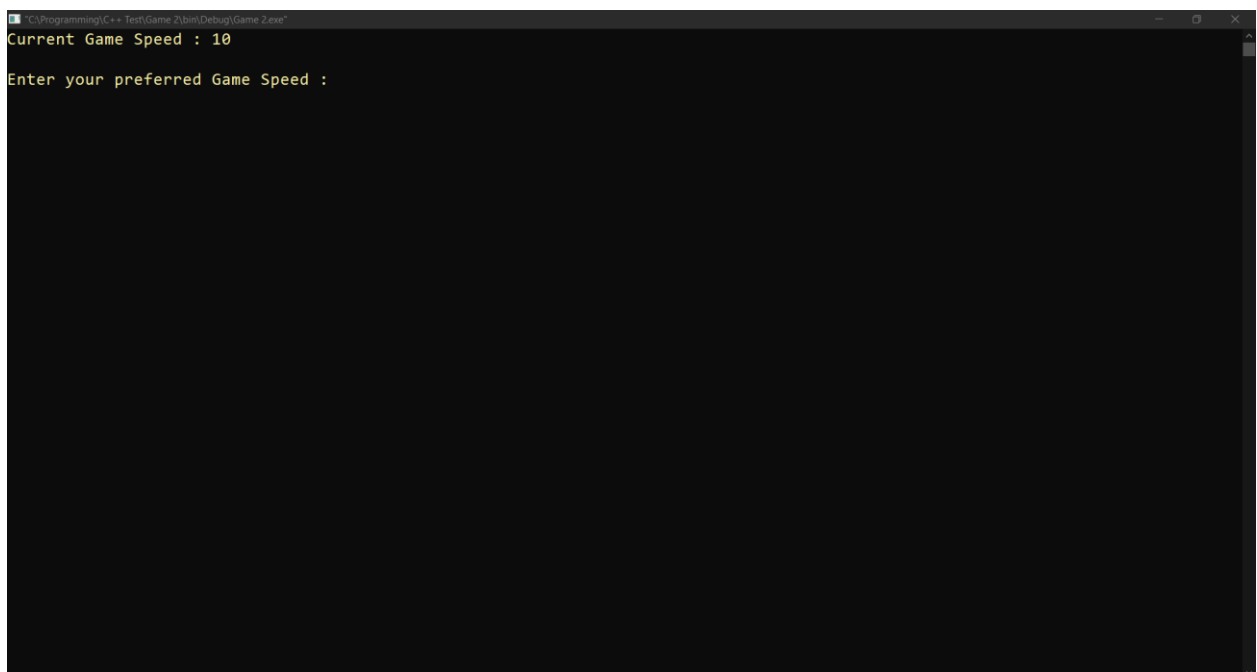
The selection should be done by entering 1,2,3,4,5,6,7 or speed, health, bullets, bomb, number, play, back.

In case of user didn't entered correctly below inputs also acceptable.

- (1) Game Speed -> Speed, SPEED, speed, 1
- (2) Max Health -> Health, HEALTH, health, 2
- (3) Bullets Speed -> Bullets, BULLETS, bullets, 3
- (4) Bomb Active -> Bomb, BOMB, bomb, 4
- (5) Number of Bombs -> Number, NUMBER, number, 5
- (6) Play -> Play, PLAY, play, 6
- (7) Back -> Back, BACK, back, 7

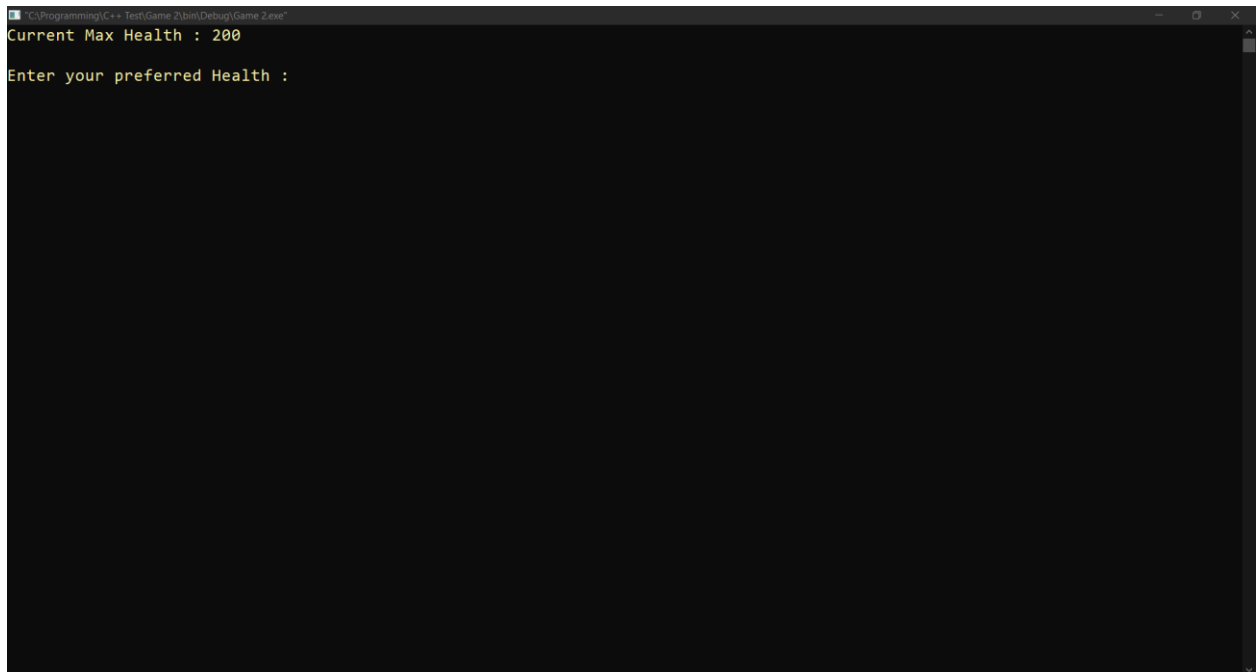
If user doesnt enter any of these then "Sorry....Did not get that" Will be displayed and give another chance untill user give correct input.

5.a. Game Speed



Enter the Game Speed you need to have.

5.b. Max Health

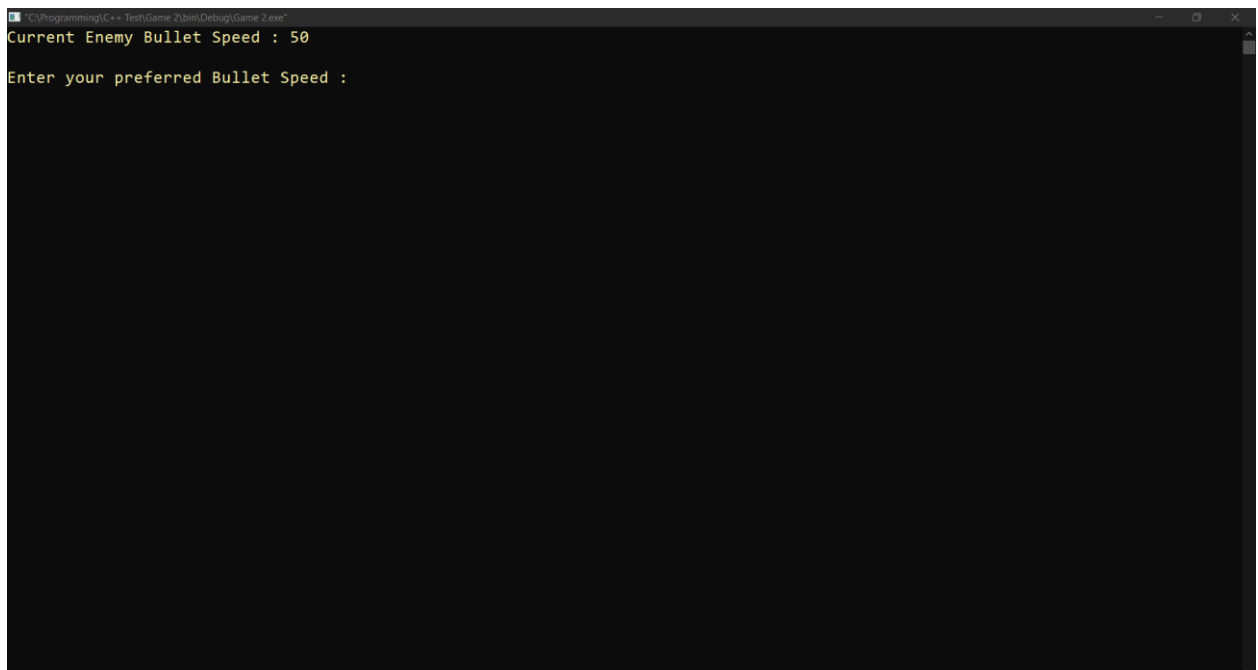


```
C:\Programming\C++ TestGame 2\bin\Debug\Game 2.exe
Current Max Health : 200
Enter your preferred Health :
```

Enter the Health you need to have.

This will affect the current health to reset into max health.

5.c. Game Speed

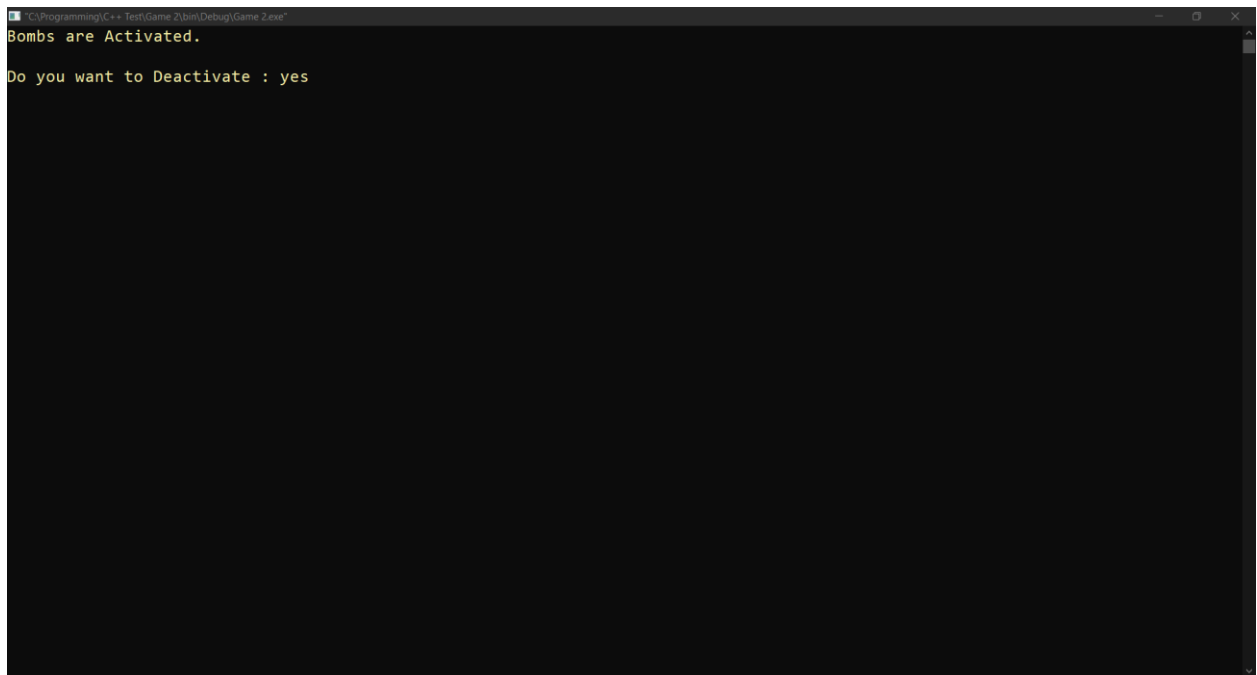


```
C:\Programming\C++ TestGame 2\bin\Debug\Game 2.exe
Current Enemy Bullet Speed : 50
Enter your preferred Bullet Speed :
```


Enter the bullet speed you need to have.

The bullets of enemies are generated randomly. By increasing this value the time taken to generate bullet will be increased.

5.d. Bomb Activation



```
"C:\Programming\C++ Test\Game 2\bin\Debug\Game 2.exe"
Bombs are Activated.
Do you want to Deactivate : yes
```

User is asked to enter whether he need to activate bombs if they are deactivated and to deactivate if they are activated.

Answer should be given by using yes , no or 1 , 0.

- | | |
|---------|--------------------------------|
| (1) yes | -> yes , YES , Yes , y , Y , 1 |
| (2) no | -> no , NO , No , n , N , 0 |

ex:

In this example The bombs are activated and user is asked to if he need to deactivate it.

```
"C:\Programming\C++ Test\Game 2\bin\Debug\Game 2.exe"
Bombs are Activated.

Do you want to Deactivate : yes

Bombs are Deactivated.

Press any key to continue . . .
```

5.e. Number of Bombs

```
"C:\Programming\C++ Test\Game 2\bin\Debug\Game 2.exe"
Current Number of Bombs Available : 3

Enter your preferred Number of Bombs :
```

Enter the number of Bombs you need to have.

