

Void Invasions

Maintenance Manual



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Version 2.0

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Section 1: File Structures

The team uses github for the project's file structure to allow for team members to work on their own branches of the main project which are then reuploaded to github and combined into the main version branch.

The three main folders are “Void Invasions,” which includes the Unity project file, “Void Invasions APK,” which includes the APK file for testing the main version of the game, and “Project Documents,” which contains all documents required for submission.

Void Invasions/Assets/: This includes all scripts, objects, sound effects, and scenes involved in the game.

Void Invasions/Assets/Scenes: These are all the scenes in the game which act as the “rooms” of the game.

- Asteroid Boss.unity: This is the scene which contains the Comet boss fight.
- Game.unity: This is the scene which contains the main game room where the player fights the asteroids.
- Initialization.unity: This is the scene loaded on app launch which initializes the lives, score, and audio managers.
- MainMenu.unity: This is the main menu of the game containing the Play, Options, Shop, and Quit buttons.
- Options.unity: This is the options menu which contains the volume slider.
- Shop.unity: This is the menu which contains the three upgrades the user can purchase.

Void Invasions/Packages/: This includes backend unity engine settings.

Void Invasions/ProjectSettings/: This includes any project settings including the framerate of the game, object layers, graphics, and collision layers.

Section 2: Instructions

The application can only be run using an Android device.

To run the app on an Android device, the following steps must be taken:

1. Download the APK from the [Team Void Google Drive link](#)

2. Open the apps page by either swiping up on the homepage or pressing the apps page button on the homepage of the phone.
3. Using the search bar on the top, search for the Files app.
4. Locate the download folder and launch the downloaded APK.
5. When asked, select to install the files.
6. Back in the apps page, locate the app titled Void Invasions.
7. Launch the app and enjoy the game.

Section 3: Good Implementations

Positive and novel implementations of the app:

- The app's UI is user-friendly and needs no explanation
- The app is fast and responsive
- The app has a unique look
- The app has large amounts of research to support its features and content
- The app has variety in enemy types and power-ups

Section 4: Needs Improvements

The following are weak points of the current implementation:

- The app currently does not have an IOS counterpart
- The UI's text is basic font and white text
- The app's source code is not entirely documented

5. Overall Recommendations

If a future development team were to work on our application, we would recommend:

- Improving the Options screen and volume bar to be more user friendly
- Improving screen sizing on larger devices
- Add animations to respawns, deaths, and explosions.
- Add functionality for IOS devices