

CoronaKiller Game GUI Documentation

1. Introduction

This document aims to show you how to register, login and discover various features of the game with going through the gaming steps. It has some screenshots at the end of the document.

2. Scenes and Buttons

This section will list the steps that you should follow while starting and playing the game.

2.1 Have an account and Sign In

The starting screen of the game is Sign In screen. From here you can either login or navigate to Sign Up page using '*Not Have an Existing Account? No Problems, Sign Up Now for Free!*' button. If you happen to remember your old account while you were trying to register to the game again, you can always navigate back to Sign In page from Sign Up page using '*Already Have an Account? Sign In and Start Killing some Coronaviruses!*' button.

2.1.1 Sign Up

In order to play the game, you need to have an account, For that purpose, you should sign up to the application. Follow the steps below to sign up to the game system:

- Click '*Not Have an Existing Account? No Problems, Sign Up Now for Free!*' button in the Sign In page.
- Enter your username, then your password and your password again to the corresponding fields. Beware spaces are not allowed for any of these fields. Input fields are validated against blank inputs and spaces therefore any attempt to against these restrictions will not succeed.
- Click to the '*Sign Up*' button
- Once your credentials is validated and an account is created for you you will be redirected to your Game Dashboard. If a username exists with the username you provided, you will be requested to input another username.

2.1.2 Sign In

If you have an existing account, you can directly sign in to the game. In order to sign in to the game, follow the steps below:

- Enter your username and your password to the corresponding fields. Beware spaces are not allowed for any of these fields. Input fields are validated against blank inputs and spaces therefore any attempt to against these restrictions will not succeed.
- Click to the '*Sign In*' button
- Once your credentials is validated and an account is created for you you will be redirected to your Game Dashboard. If a your credentials are invalid, you will be requested to input your credentials again.

2.2 Dashboard

Once you are in your Game Dashboard your information will be displayed on the top-side of the dashboard (Your username and your total score). If you have an ongoing game session (Namely, if you started a game but exited before finishing it) your ongoing game session score will also be displayed in the dashboard, below your total score.

You will notice four buttons in the dashboard, namely '*Continue Game*', '*Start a New Game*', '*Leaderboard*' and '*Logout*'. '*Continue Game*' button will be disabled if you have not any ongoing game session. If you have an ongoing game session, it will redirect you to your last saved level (Namely your game sessions will only be saved after you successfully pass a level. It will not be saved at a time while you are playing a level.). '*Start a New Game*' button will create a new game session for you and redirect you to the first level of the game. '*Leaderboard*' will redirect you to the Leaderboard page. '*Logout*' will clear the game cookie and log you out of the game. You will be redirected to the Sign In page.

2.3 Gameplay

Once you start to play the game (either by clicking continue button or start a new game button) you will redirected to a level of the game where you control an auto-firing spaceship-like gun with dragging-and-drop mechanics and there are a number of various types of Coronaviruses which want to harm you so bad.

Game consists of 4 single player levels and 1 multiplayer level. Currently game is playable for only the single player levels, soon multiplayer matchmaking support will also be available in the game. In each level your ship gets upgraded to a

more powerful one with higher/faster/stronger firing capabilities. However game levels also gets harder to pass as Coronaviruses also get stronger level-by-level.

There are 3 types of Coronaviruses with different features and 5 types of ships gun capabilities. Your ship health initially starts with 100 HP. Below a description for the virus types and ship types are given. After that brief level descriptions are provided.

2.3.1 Ship Types

There are 5 types of ship as follows, initial ship health (100 HP) is not refreshed for these ships below, only the firing capabilities are enhanced:

2.3.1.1 Rookie

This is the initial ship type. It has the minimum capabilities among the others. Only fires with one gun which has a bullet damage 1 unit and a bullet speed of 5 units. This ship fires a bullet per 0.8 ms.

2.3.1.2 Normal

This is the second ship type. It has the normal capabilities among the others. Only fires with one gun which has a bullet damage 1 unit and a bullet speed of 5 units. This ship fires a bullet per 0.5 ms.

2.3.1.3 Veteran

This is the third ship type. It has the somewhat developed capabilities among the others. Only fires with one gun which has a bullet damage 2 unit and a bullet speed of 8 units. This ship fires a bullet per 0.5 ms.

2.3.1.4 Powerful Guns

This is the fourth ship type. It has the most developed and powerful system among the other three. Fires with two guns which has a bullet damage 2 unit and a bullet speed of 8 units. The only drawback of this ship is that it fires a bullet per 0.75 ms.

2.3.1.5 Big Guns

This is the fifth and the last ship type. It has the ultimate capabilities that a ship can have. Some say that this ship is a gift from the god to beat evil big boss of the game which can only be beat with in a multiplayer game. Anyway, this ship fires with two guns which has a bullet damage 2 unit and a bullet speed of 8 units. This ship is that it fires a bullet per 0.5 ms.

2.3.2 Virus Types

There are 3 types of viruses as follows:

2.3.2.1 Easy

This is the easiest virus type. It can't fire. However it can move back-and-forth with a speed of 10 units. It has a health of 2 HP. It yields a 10 points when killed.

2.3.2.2 Medium

This is the medium virus type. It can fire at every second with a speed of 5 units and a damage of 5 units. It can move back-and-forth with a speed of 15 units as the easy virus. It has a health of 4 HP. It yields a 20 points when killed.

2.3.2.3 Hard

This is the medium virus type. Itage of 10 units. It can move back-and-forth with a speed of 20 units as the easy virus. It has a health of 8 HP. It yields a 30 points when killed.

2.3.3 Game Levels

In each of the levels described below mentioned viruses in the levels are placed to their locations in random orders. After a successful level, you will be directly passed to the next level with upgraded ship and sustained HP with score.

2.3.3.1 Level1

This is the initial level. It starts with Rookie type ship and 100 HP. It consists of 10 viruses that is made up of 8 easy ones and 2 medium ones.

2.3.3.2 Level2

This is the second level. It starts with Normal type ship and sustains HP. It consists of 10 viruses that is made up of 4 easy ones, 5 medium ones and 1 hard one.

2.3.3.3 Level3

This is the third level. It starts with Veteran type ship and sustains HP. It consists of 10 viruses that is made up of 3 easy ones, 3 medium ones and 4 hard ones.

2.3.3.4 Level4

This is the fourth level. It starts with Powerful Guns type ship and sustains HP. It consists of 10 viruses that is made up of 5 medium ones and 5 hard ones.

2.3.3.5 Level5

This is the final level. It starts with Big Guns type ship and sustains HP. The notorious evil Corona Virus King hides in this level. Because of such hardship, it can only be played in multiplayer mode with Big Guns type ship. When a player reaches this level and s/he the only one that is currently waiting, a dialog is shown to him/her stating that the matchmaking is in progress for him/her and s/he has been put to the matchmaking queue, she should get ready for the final clash as his/her companion may arrive at any point. Whenever another player reaches this final level (and a player was already waiting in the queue), s/he directly connects to the already waiting player. In this stage both users in the same game session see a dialog stating the username, hp and session scores of each other. Dialog also says that players should be ready in 5 seconds as the game will start 5 seconds after the initial connection.

2.3.5 Game Over

The game finishes only either the last level of the game (which is the multiplayer one) is finished successfully by the collaborations of each player or a player loses at any level of the game. When a game is over player will be shown his/her session score and his/her companion's session score if the game finishes at the final level. In addition, player is given a button to redirect himself/herself to the dashboard.

2.3.6 Cheat

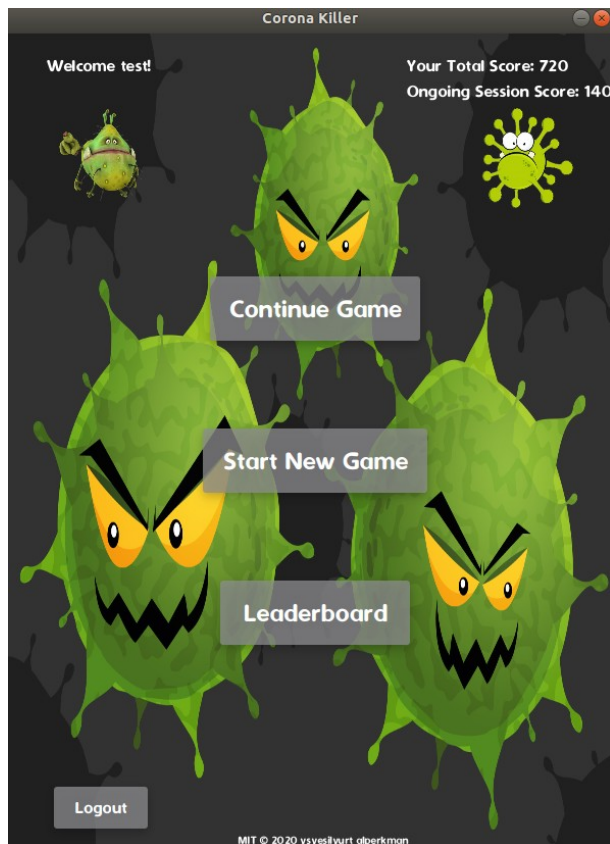
If you press ctrl+shift+9 combination from your keyboard you can pass the level easily by cheating :) Your score will be updated as if you killed all the viruses in the level.

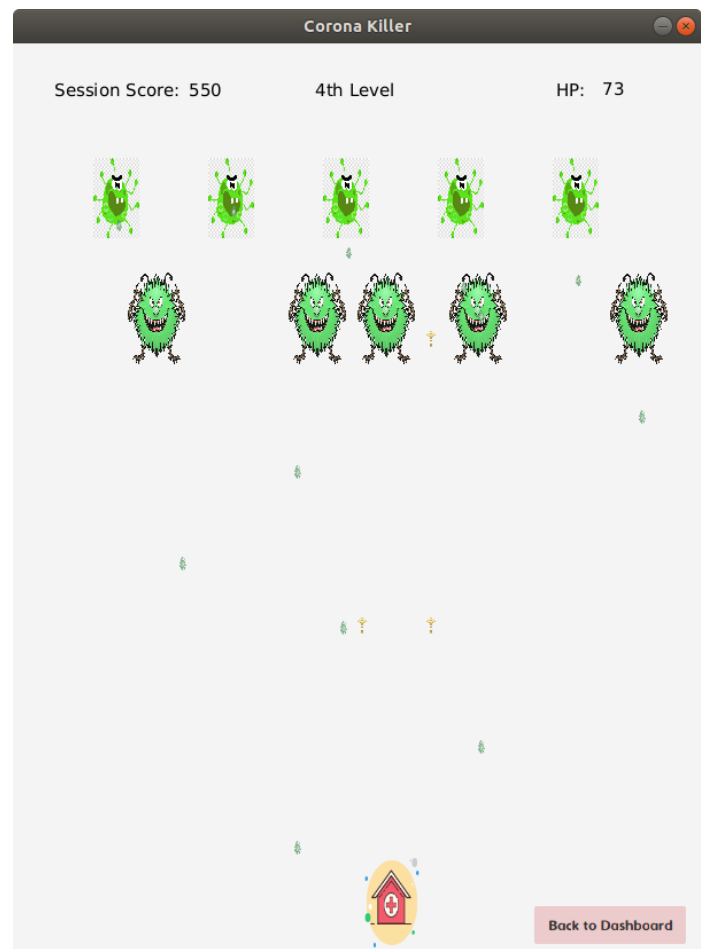
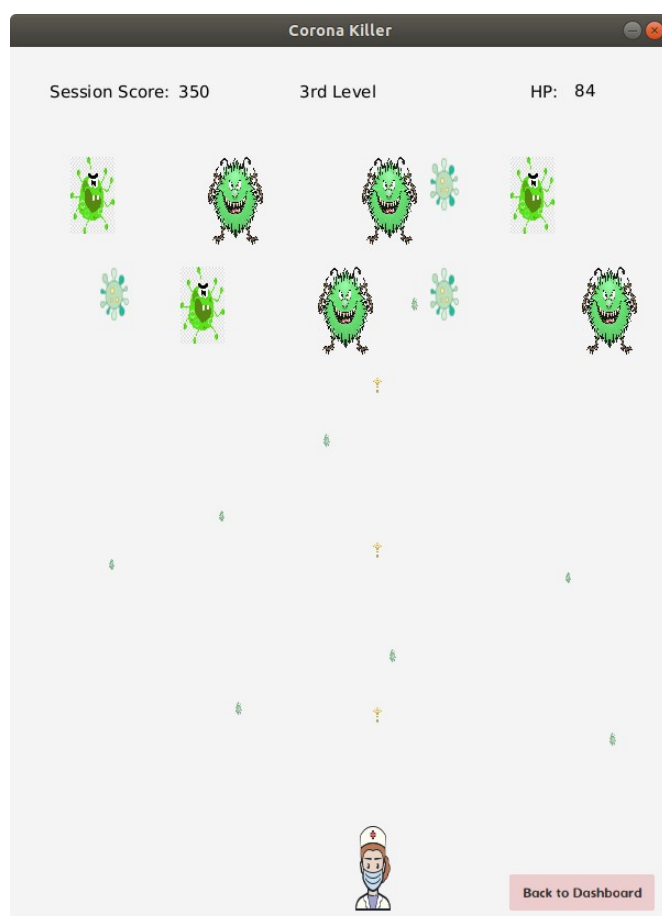
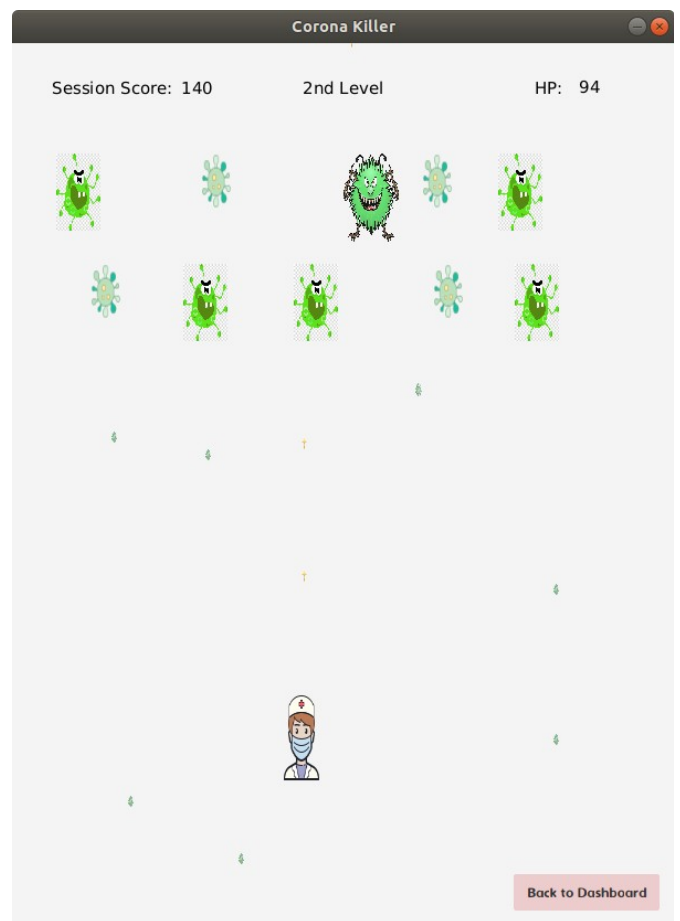
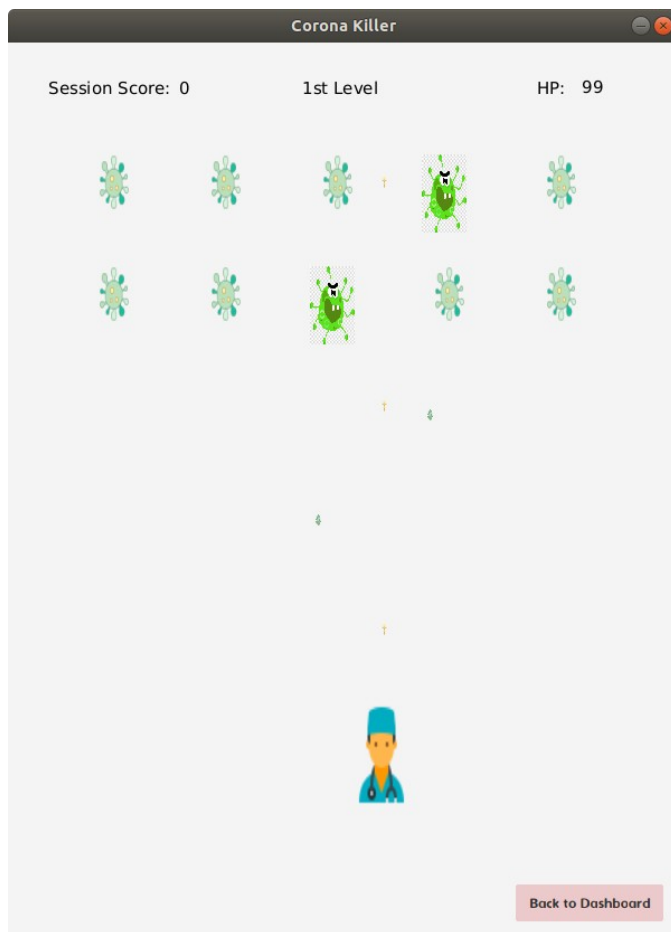
2.4 Leaderboard

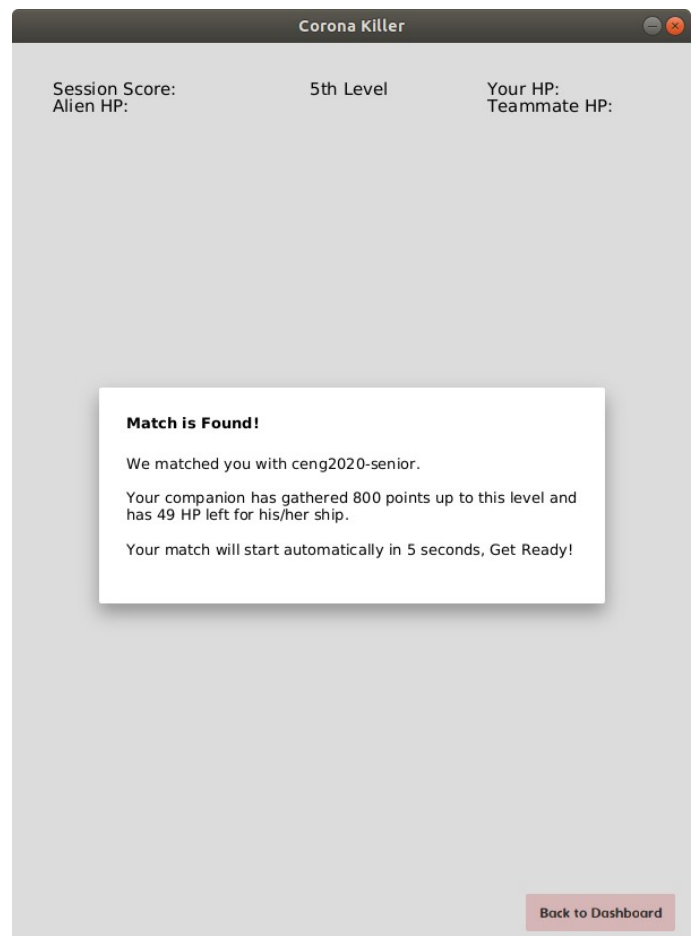
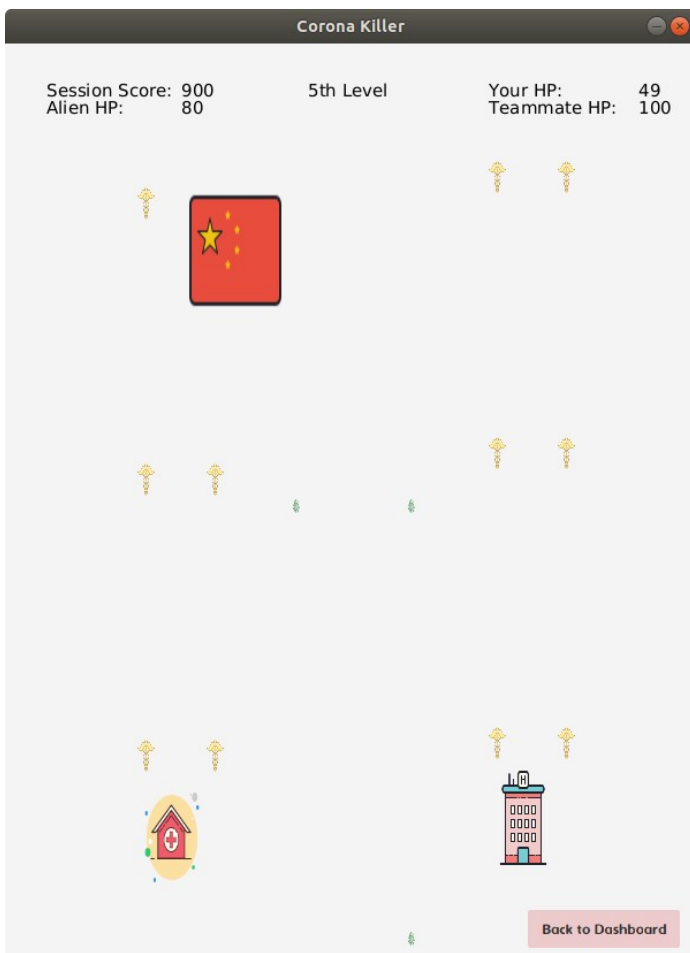
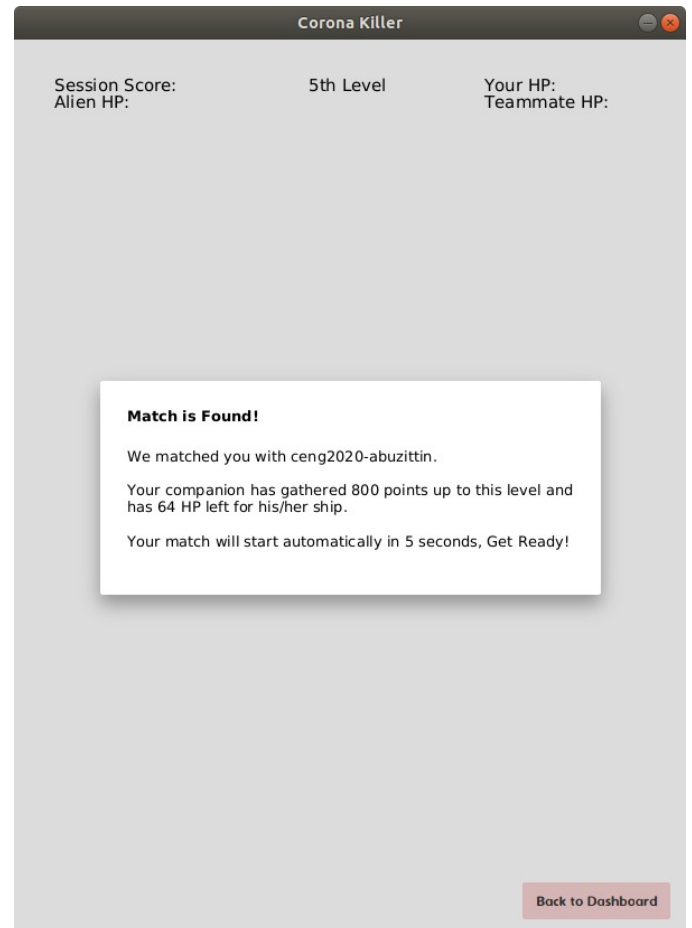
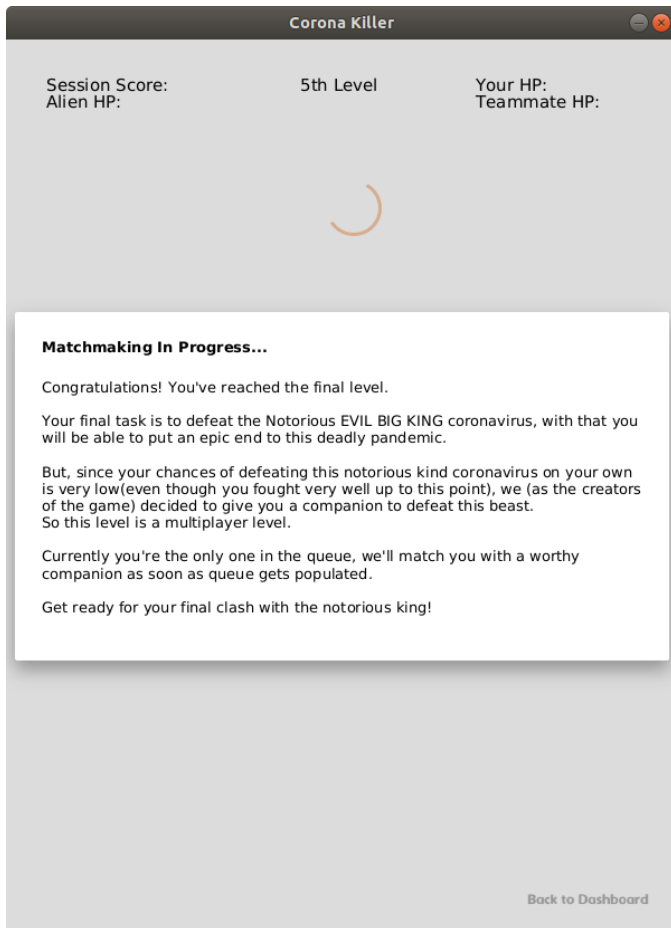
Once you are in your Game Leaderboard you will see the all-time leaders of the game in order. You can change the table type by the option element to the left. In total from this page you can display all time, weekly and monthly leaderboards of the game. You can click to the *`Back to Dashboard`* button to redirect back to Dashboard page and again *`Logout`* button will clear the game cookie and log you out of the game. You will be redirected to the Sign In page.

3. Some Important Notes About the Game

- Game Sessions are updated only after level passes. So, a player may exit from the level during ongoing game on level3. He/she can only continue from the start of the level3.
- Game does not update player's global score (total score and his/her score on the leaderboard) until the game session is finished. Until then, it keeps the session score separate and lets user to continue his/her game from the last checkpoint he/she entered.
- We enjoyed while creating the game, hope you enjoy while playing :)









Session Score: 990
Alien HP: 64

5th Level

Your HP: 64
Teammate HP: 100



Back to Dashboard