

Evans Studios Presents:

DEFENDER

By Benjamin Evans, 201216635

Welcome :

Hello, soldier you have been specially selected as the defender of planet earth.

Your mission if you choose to accept it. Fly around the planet and pulverise invading alien ships for as long as you can. Stop the aliens abducting the innocent people on the ground. Be warned if an alien ship manages to abduct a person and take them to top of the screen, they will no longer move randomly and will begin to hunt you down. This sounds like a challenge you were trained for.

But don't worry soldier you're not going into battle empty-handed. Your ship is equipped with a state of the art laser beam that has unlimited ammo and four smart bombs that will destroy anything on the screen. The ship also has three lives so use them wisely.

As time goes on more alien ships will arrive on planet earth increasing the difficulty of your mission. And remember the landscape bellow loops around so if you continually fly in the same direction you go to your original position.

Good luck soldier.

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Main Menu

Play: Enters you into the battlefield, be prepared.

Settings: Change the controls, music, sound fx and see the contrast value.

Saved Games: Access your previously saved games

High Score: See the best soldiers high score

Controls

Main Menu:

Joystick:

Up/Down to scroll through menu

Pot 1:

Turn to change contrast

Volume pot:

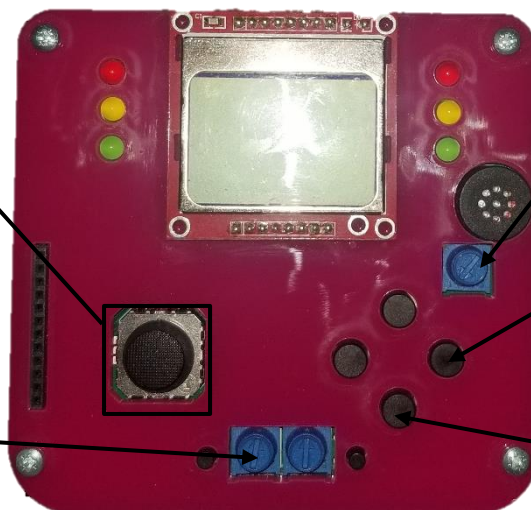
Change volume

A button:

Select the different menu parts

B button:

Goes back to main menu when in part



Gameplay:

Joystick:

Move spaceship or tilt game pad if using accelerometer

Pot 1:

Turn to change contrast

Pause Button:

Pause or save game

Volume pot:

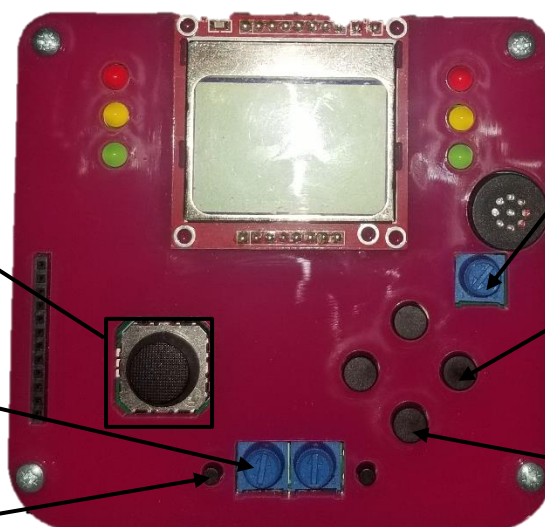
Change volume

A button:

Fire laser beam

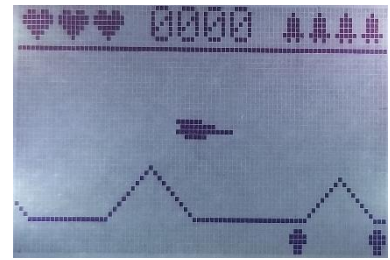
B button:

Use smart bomb



Gameplay

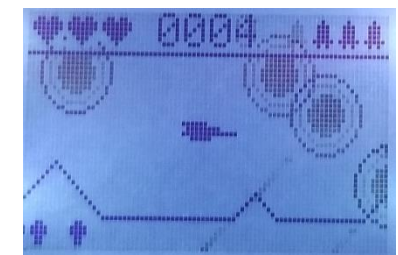
HUD: At the top of the screen is your heads-up display, HUD. On the left is how many lives you have left. The LED's to left and right of the display will also display how many lives you have. On the right is the number of smart bombs left. Your current score is displayed in the middle.



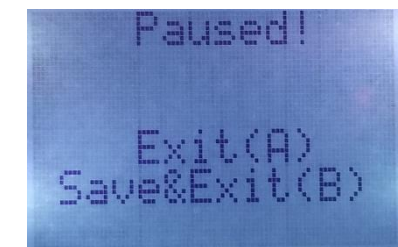
Laser beam: When pressing the A button, the spaceship will fire a laser beam. You have unlimited ammo for your laser beam. The beam will shoot in the direction that the ship is facing. The beam will only travel the length of the screen and will be destroyed after hitting an alien ship.



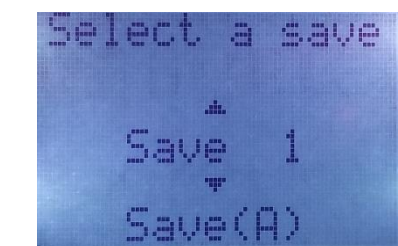
Smart bomb: When pressing the B button, the spaceship will drop a smart bomb. This will destroy any alien ship that is on the screen. You will only have four smart bombs and when they're all gone you can't get any more. Each alien destroyed is worth one point.



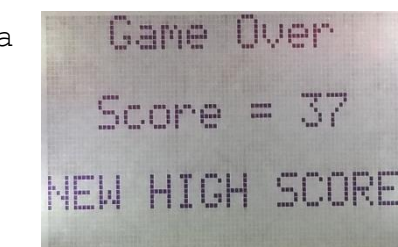
Pause Screen: When pressing the pause button, the game will stop, and this screen will appear. Proceeding to press the A button will exit to the main menu. Proceeding to press the B button will take you to the save screen. To unpause just press the pause button again.



Save screen: When pressing the B button in the pause screen it will take you to the save screen. Use the joystick to select between three save options. Press the A button to save your game. Pressing the pause button again will take you back to the game.

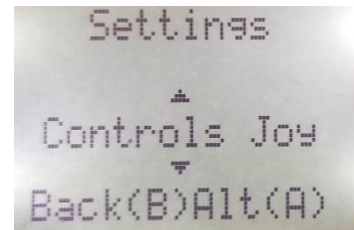


Game over Screen: When you run out of lives the game over screen will display. You lose a life by crashing into an alien or being shot by one. You will be told if your final score is a new a high score and different music will play.



Change Settings

Settings Controls: Use the joystick to scroll up and down between the different settings. Press the A button to change settings. Press the B button to go back to the main menu.



Controls: Press A to change between joystick and accelerometer control for in the game. When using the accelerometer to control the spaceship 45 degrees from horizontal is the null point.

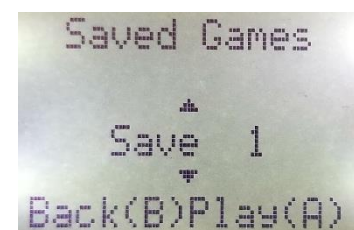
Music: Stars wars not your thing? Press A to turn the music on and off.

Sound fx: Hearing your enemies die in a massive explosion not your thing? Press A to turn sound fx on and off. To here sound make sure the on/off at the top of gamepad is switched to on and a 9V battery is displayed.

Contrast: Here you can see what the contrast is set to, I recommend having it set to 0.54. You can change the contrast at any time using pot 1.

Saved games

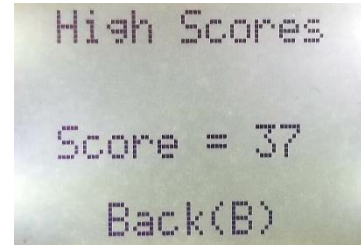
Saved game screen: Use the joystick to scroll up and down between your different saved games. Press the A button to select your saved game and it will play. Press the B button to go back to the main menu.



SD card: Remember to have the SD card inserted in the gamepad when saving and loading game. Otherwise you game won't save, or load and you will be taken back to main menu or save screen.

High scores

High score screen: Your highest score will be shown on this screen. Your highest score will automatically update at the end of each game if you get a new a high score. Press the B button to go back to the main menu. My highest score is 93 can you beat me???



SD card: Remember to have the SD card inserted in the gamepad when playing. Otherwise your new high score wont update at the end of the game and you won't be able to see your high score.

Testing

GAME_TEST: Including this compile macro will run all the unit tests for the different game classes and print the results in cool term.

SD_TEST: Including this compile macro will run all the unit tests that use the SD card like saving a game and the high score.