

Zack Lawrence

Taylor Reyland

CMPM 80K

UPDATED LaZer Trouble Instructions:

All art and sound assets in this game were created or are owned by us.

It may not seem like much, but with neither of us being artists, putting time into the aesthetic of this game was hard work. And in the end, we're both pretty proud of how it turned out. There's actually a lot more work to put into it, especially in sound design, but we feel as if we've definitely got a good start.

TO OPEN THE GAME, OPEN IT IN CONSTRUCT, AND USE THE "Preview Project" OPTION.

Menu



PRESS 'F' FOR FULL SCREEN AND 'ESC' TO LEAVE FULL SCREEN

The menu features a theme song created by a friend of ours, Matthew Reed. We worked on it slightly as well, but really only made suggestions and small adjustments.

Currently, for the sake of this project, only three options work on the menu. Simply click on the option to get to it:

Survival: This is the main portion of the game, and by far has the most work put into as far as balancing, aesthetic, and especially, coding.

Campaign: This is mostly a proof of a concept for a puzzle mode we'd like to fully implement after this class. The couple of puzzles implemented so far are incredibly simple and should not take long.

Credits: Just an accreditation page, press 'B' to get back to the menu.

There is currently no way to get back to the menu from Survival or Campaign, simply just reboot the game to get back to it.

Survival

PRESS 'F' FOR FULL SCREEN AND 'ESC' TO LEAVE FULL SCREEN

You control a spaceship which is continuously moving and firing lasers inside of a "hangar" which is in the shape of a rectangular box.



Rules:

1. The ship is always firing lasers, every two seconds, your ship will fire another laser.
2. Most lasers will bounce off of the walls and around the play area.
3. Your goal is to collect the highest amount of points before you die.
4. You gain points by surviving, destruction of lasers (either through hitting each other or through specific lasers hitting a wall), and destroying turrets.
5. The amount of ships on screen, are the amount of lives available. This means your player avatar and the lives at the top left are added together for your current life count. If any laser hits you, or you touch the wall, you lose a life. You may collect extra lives that appear to gain them back. You begin with 4 lives, and the cap is 4 as well.
6. You will also have temporary invincibility when you respawn, this is shown by a blinking ship.
7. The more points you collect the more difficult the game becomes larger amounts and stronger types of turrets spawning.

Controls:

1. The ship will be moving forward no matter what. You can steer the ship with the Left & Right arrow keys.
2. You can speed up and slow down the ship with the Up & Down arrow keys. Use this to maneuver around lasers. There are both maximum and minimum speeds.
3. You can fire earlier by pressing space bar. This resets the 2 second timer on when your next laser will shoot. You can use this to more accurately shoot a turret or a laser right in front of you.
4. You can pause the game with 'P'
5. **For the sake of making grading easier, there is a SLOW MOTION command. Press 'S' to toggle between normal speed and slow speed. Be warned that grabbing the clock power up can end the effect after 7 seconds, but simply pressing 'S' again will bring it back.**

Obstacles:



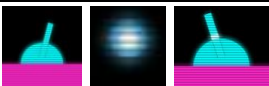
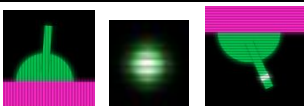
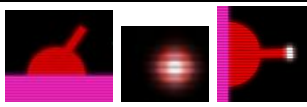
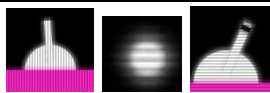
Lasers: Different types of lasers are spawned by both turrets and player. Most types lasers bounce around the screen



Yourself: The main innovation in this game is that your are spawning your own obstacles(lasers) to avoid.



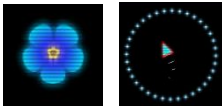
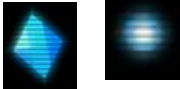


Turrets: Turrets appear on the walls of stage. They will aim at you wherever you move on the screen. There shots will be obviously telegraphed by a charging animation. They will only charge to fire if they are within a certain angle of the player ship.

Level 1- Blue Begins spawning at 100 points	Level 2- Green Begins spawning at 300 points	Level 3- Red Begins spawning at 600 points	Level 4- White Begins spawning at 400 points
			
<ul style="list-style-type: none"> • Longest Charge • Slowest aim • Will fire if you are within 30 degrees. • Laser get destroyed on impact with the wall • Slowest laser speed • Worth least points 	<ul style="list-style-type: none"> • 3rd shortest charge • 3rd fastest aim • Will fire if you are within 35 degrees • Lasers bounce off of wall • Slowest laser speed • Worth 3rd most points 	<ul style="list-style-type: none"> • 2nd shortest charge • 2nd fastest aim • Will fire if you are within 40 degrees • Lasers bounce off of wall • Faster than green and blue lasers • Worth 2nd most points 	<ul style="list-style-type: none"> • Shortest charge • Fastest aim • 45 • Lasers phase through other lasers and bounce off of wall • Fastest lasers. • Worth most points

Power Ups:

For the sake of grading, all 4 powers ups will be there at the start of the game, to make seeing their effects more immediate.

Extra Lives	Clock (Slow-mo)	Flower Up	Diamond (EZ Mode)
			
<ul style="list-style-type: none"> • You get 1 extra life • The lives appear as smaller versions of your ship • Collect <i>at most</i> 4 lives at a time 	<ul style="list-style-type: none"> • Time slows down for 7 seconds • You have more time to process how you should move around the screen 	<ul style="list-style-type: none"> • An arrangement of lasers shoot out all around you • Destroys most things around you • Lasers destroy anything in their path, but are destroyed on impact with the wall 	<ul style="list-style-type: none"> • Lasts for 7 seconds • Your ship will shoot blue lasers which destroy anything in their path, but are destroyed on impact with the wall

Survive for a long time and you will see the game gets pretty insane



Campaign(Puzzle Mode)

Walkthrough at the end of this section.

PRESS 'F' FOR FULL SCREEN AND 'ESC' TO LEAVE FULL SCREEN

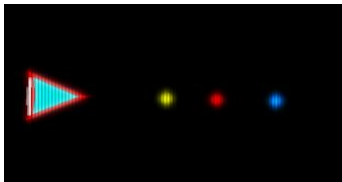
The puzzle mode features a song created by a friend of ours, Matthew Reed. We only made suggestions for the creation of this song.

The puzzle mode concept introduces more tactical laser shooting.

You must destroy all the Blue, Red and Yellow boxes on screen in order to advance to the next puzzle.

There are only 3 small puzzles.

Twist: The color of the lasers will automatically switch from Blue to Red to Yellow in a continuous pattern.



Core Rules:

1. Shoot lasers by pressing space bar.
2. Lasers alternate from Blue to Red to Yellow to Blue...
3. Destroy a colored box by shooting the same color laser at it.
Ex: A blue laser will destroy a blue box.
Tip: Keep track of what color laser you're on.
4. If a laser hits a box of a different color, then the laser will bounce off the box and the laser will change to the color of the box.
Ex. If you shoot a blue laser at a yellow box, then the blue laser will bounce off the yellow box as a yellow laser.
5. If a laser hits you, you will still die. You then have to start the puzzle over.
6. Your lasers *will* bounce off the pink walls.
7. Green walls will destroy your lasers.

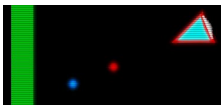
Controls:

1. Movement is largely the same as Survival, except the ship can now stop.
2. **You can restart the current puzzle with 'R'**

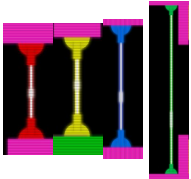
Obstacles:



Lasers and walls: As per usual, your own lasers will kill you if they collide with you, and walls will kill you if you run into them.



Green walls: Green walls will destroy any lasers that come in contact with them, and will in effect, make some puzzles slightly harder.

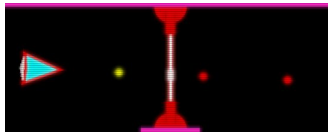


Laser beams: Laser Beams will destroy the ship if it comes in contact with them.

Laser Beams:

The green laser beam acts as a neutral one and has no effect on lasers. The Red, Blue, and Yellow laser beams turn any laser that passes through them to their color.

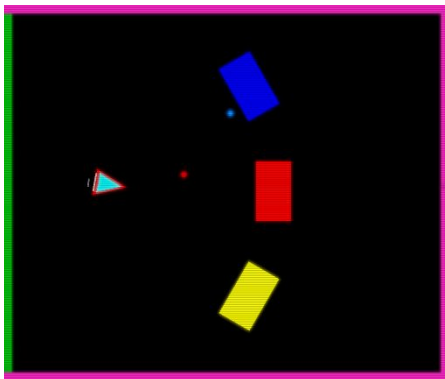
Ex: A red laser beam turns lasers red.



Walkthrough:

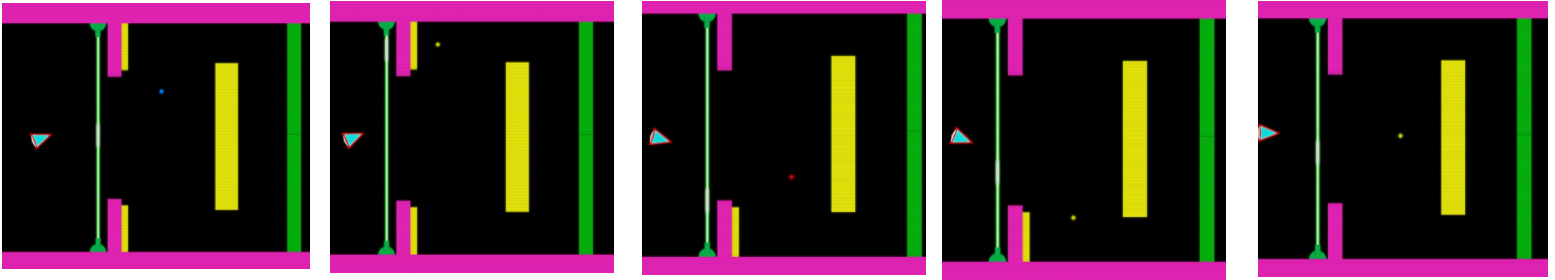
Puzzle 1:

VERY simply. Just fire from top to bottom, Blue then Red then Yellow



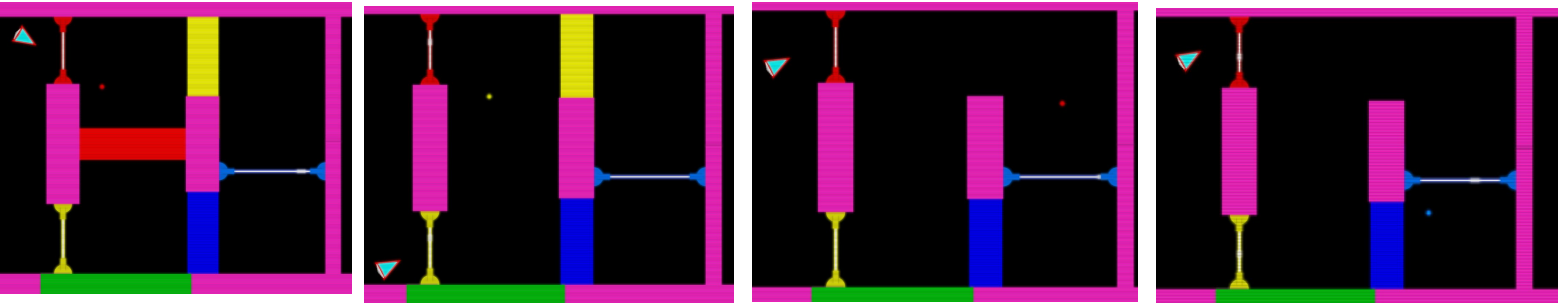
Puzzle 2:

Fire your first two lasers to bank off the large yellow box into the smaller ones, then break the large one with your third laser (the yellow one)



Puzzle 3:

First, fire through the red beam at the top to take out the red box. Second, fire through the yellow beam at the bottom, banking off of the two pink walls to hit the yellow box. Finally, shoot back through the red beam, bank-shotting off the top of the stage to go through the blue laser and hit the blue box.



Accreditations:

Both the Menu and Puzzle songs were developed by our good friend Matthew Reed.

The two fonts in the game are created by Juan Hodgson and Nawras Moneer. These are owned by us for commercial use, but we still thought it pertinent to credit them.

All of our other visual and sound assets are completely original.