

The Big Game



User Manual

Created By Stefan Caliaro
1st July 2011

Your simple step by step guide to using The Big Game

Important Information

Health Warning

- Photo sensitive people should consult a doctor before using this program.
- Take a break 15 minute break away from the computer for every hour of game play.
- Play in a well lit room.
- If you feel tired or have a headache do not play.

Terms and Conditions of Use

The Big Game is classified as Freeware and may be copied and shared freely. However, this program may not be sold or modified by any means. This user manual may change without your notice.

Credits

Developed by Stefan Caliaro, Peer checking: Year 12 Software Design and Development 2011 Class,
Alien Sprites: Made by Stefan Caliaro, Background Images: From the internet, Code Assistance:
Damien C (MCK techie) and <http://www.xtremevbtaalk.com>. Software that made it happen: Microsoft
Visual Studio 2010, Microsoft Paint, IcoFX.

Contents

1. System requirements
2. Getting Started / Setting up the program (Installation)
3. Instructions on how to use “The Big Game”
4. Troubleshooting guide

Thank you for using "The Big Game" I made this as part of a software project for my final year of school. I hope you enjoy it! If you would like to give any feedback about the program please feel free to send me an email at dragonflame2005@hotmail.com

System Requirements

Hardware:

CPU:

At least Intel Pentium 4 3.0 GHz and later or AMD Sempron 2200 2.9 GHz and later, any modern day Intel or AMD dual core or higher processor recommended for Windows Vista/7.

RAM:

At least 128MB DDR or more, 2GB DDR3 recommended for Windows Vista/7.

Video Card:

Any Nvidia or ATI video card with at least 32MB VRAM, 512 MB VRAM recommended for windows Vista/7

HDD space requirements:

At least 6MB free on the HDD

Speakers:

For sound output, a set of 2.1 speakers is recommended.

Monitor:

At least a 15.1" wide screen with a minimum resolution of 1280*800 or greater.

Other:

Standard QWERTY keyboard
Standard mouse

Software:

OS: Windows XP/Vista/7 with latest service packs and .NET framework updates

Getting Started / Setting Up the Program (Installation)

1. Ensure your computer system meets the system requirements.
2. Turn on your computer if you have not done so.
3. Download a copy of the game from MCK Sharepoint, Year 12 SDD 2011
4. Locate the .exe file name “The Big Game.exe” from your “downloads” folder by default or the destination folder you chose to save it at.
5. Drag it to the desktop if you would like easier access to the game.
6. Double Click “The Big Game.exe” icon to run the game, (program does not need to be installed).





7. Enjoy!
8. If you have any problems with using this program consult “Instructions on how to use the program” (Next page) or read the troubleshooting guide. If you would like to report a bug send me an email at dragonflame2005@hotmail.com

Instructions on How to Use “The Big Game”

Description of The Big Game:

The Big Game comprises of three very well known classic games: SnakeX, Space InvadeX and LightCyclesX.

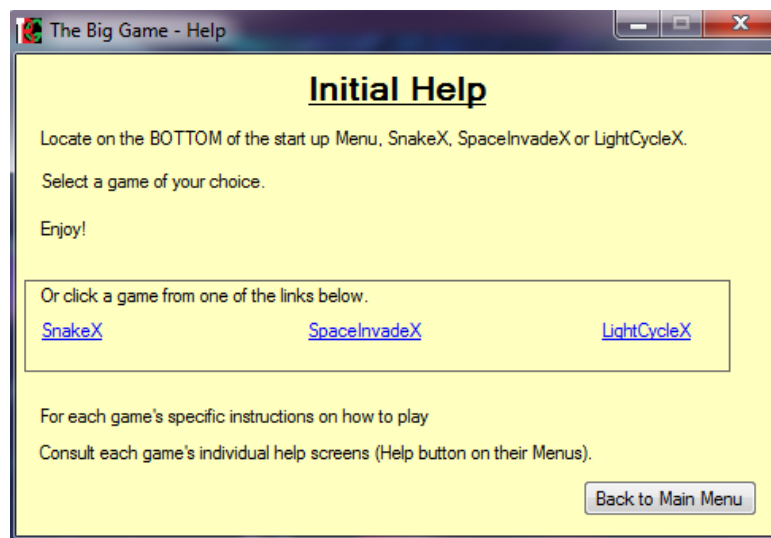
How to use the program:

Click the Icon to open “The Big Game”





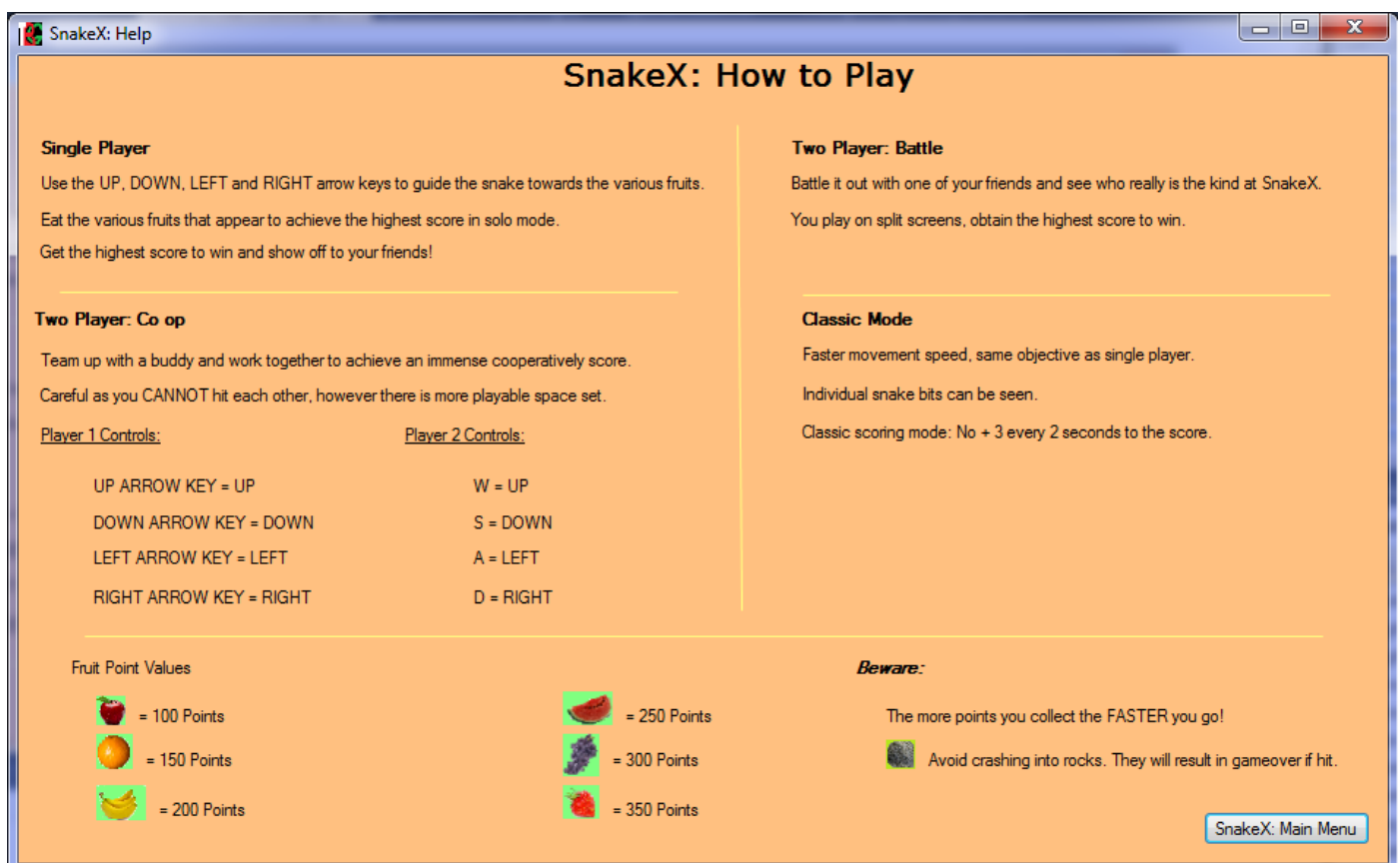
This is known as the cover/main/home menu. This screen is the first screen you will see once you open the program. You can select any of the three buttons to begin your chosen game. Click SnakeX, Space InvadeX or Light CycleX to go to their main menus. You can also click the About box to view information about this program. The help button is there if you need initial starting help.



This screen will be displayed when you click the red help button on the cover menu. You can click either hyper link to go to that individual game's menu.



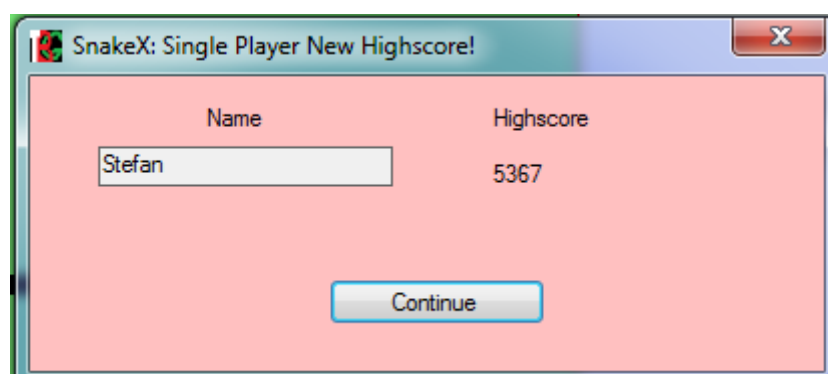
This is the SnakeX menu. Here you can select any of the four game modes. That is, Single Player, Two player: Co op, Two Player: Battle or Classic mode. Above each button is its respective highscore button. These highscore buttons allow you to access the highscore dialog to view your hghscores in each mode. (Your Highscores are always saved in SnakeX). You can also choose to open the SnakeX help screen to provide you with instructions about the controls and objectives of each game mode. You can also choose to click “Back to Main Menu” button which will take you back the main/cover menu you saw when you first launched the program. Clicking the close button here will exit the entire program. You can minimise this window and restore it back to the screen when needed



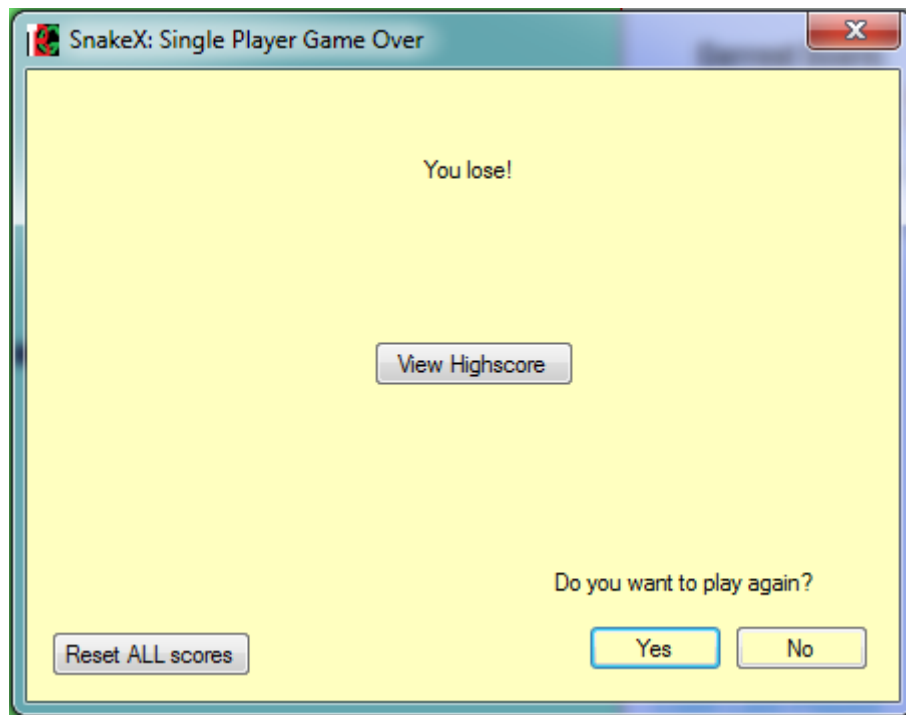
This screen displays the SnakeX help screen which provides you with all the information you need to know to play any mode of SnakeX. Feel free to have a read any time. You can click “SnakeX: Main menu” once your done to go back to the SnakeX menu.



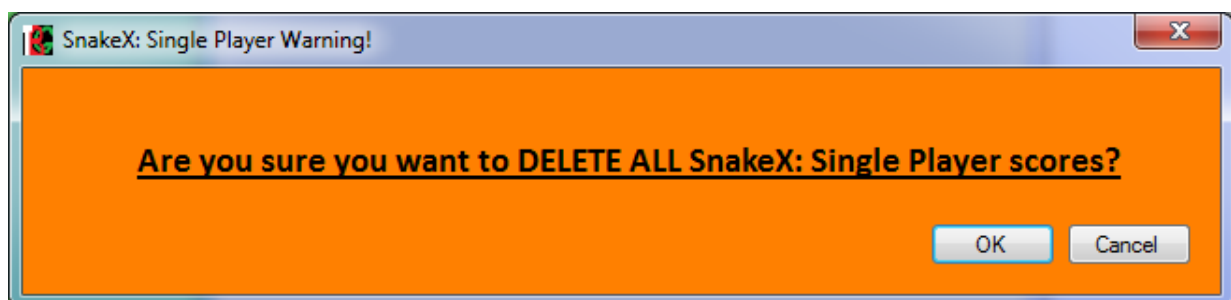
This is the single player mode. Your aim is to eat fruit and obtain the highest score. Be careful not to crash into the rock! Do not crashing into any walls or yourself for that fact! Also do not travel backwards; you will end up with a game over if so. Current score shows the amount of points you have collected in your current game. Eating fruits will play different eating sounds and increase your current score as well as 3 points added automatically every 2 seconds for surviving. Different fruits give you different amounts of points, refer to SnakeX help screen for fruit point descriptions (Previous page). Previous score displays the score you got in the last game you played (this is automatically saved, so it will always keep track of the points in your last game). Total score keeps a record of every single point you’ve ever attained in this game. (This is also automatically saved). Highscore displays the highest score you ever obtained in any given game of the single player mode. The current date is displayed along with the real local time of your computer. A date last played is shown once you have successfully completed one game of single player.



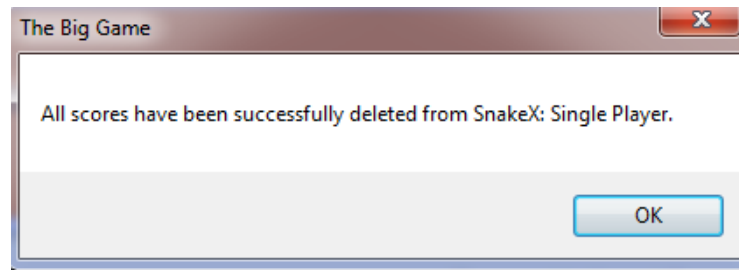
If you get a highscore, this dialog will appear, you cannot type your name, it will be retrieved automatically and will display the users’ name currently logged on. Once you a finished you can click continue to close this dialog. This dialog will also show if you access it from SnakeX menu by clicking “Single player highscore” button.



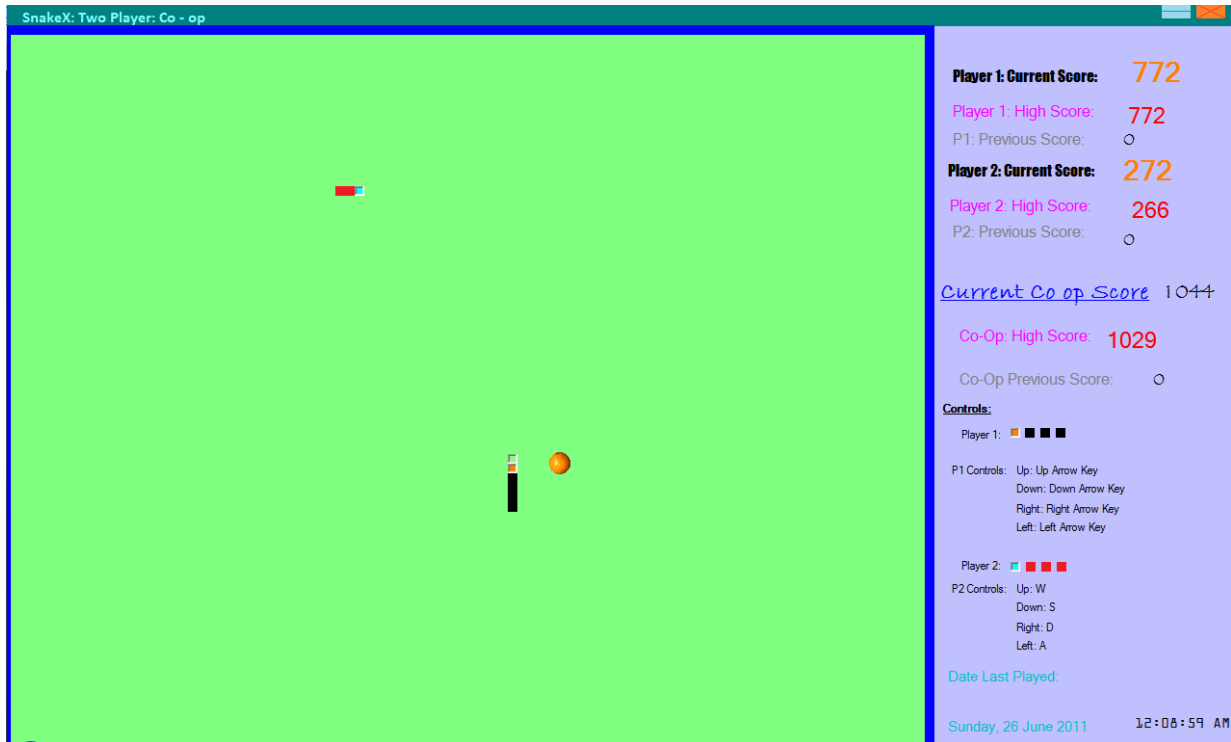
This dialog will be shown when you have lost. Here you can either view the highscore again to remind you of the highscore value to beat. You can also reset all scores if you wish for whatever reason, perhaps you don't want people seeing your low highscore. Not a problem just hit the "Reset ALL scores" button and a reset all scores warning will appear. If you want another game of single player then click "Yes". If you want to return to SnakeX menu, then click "No".



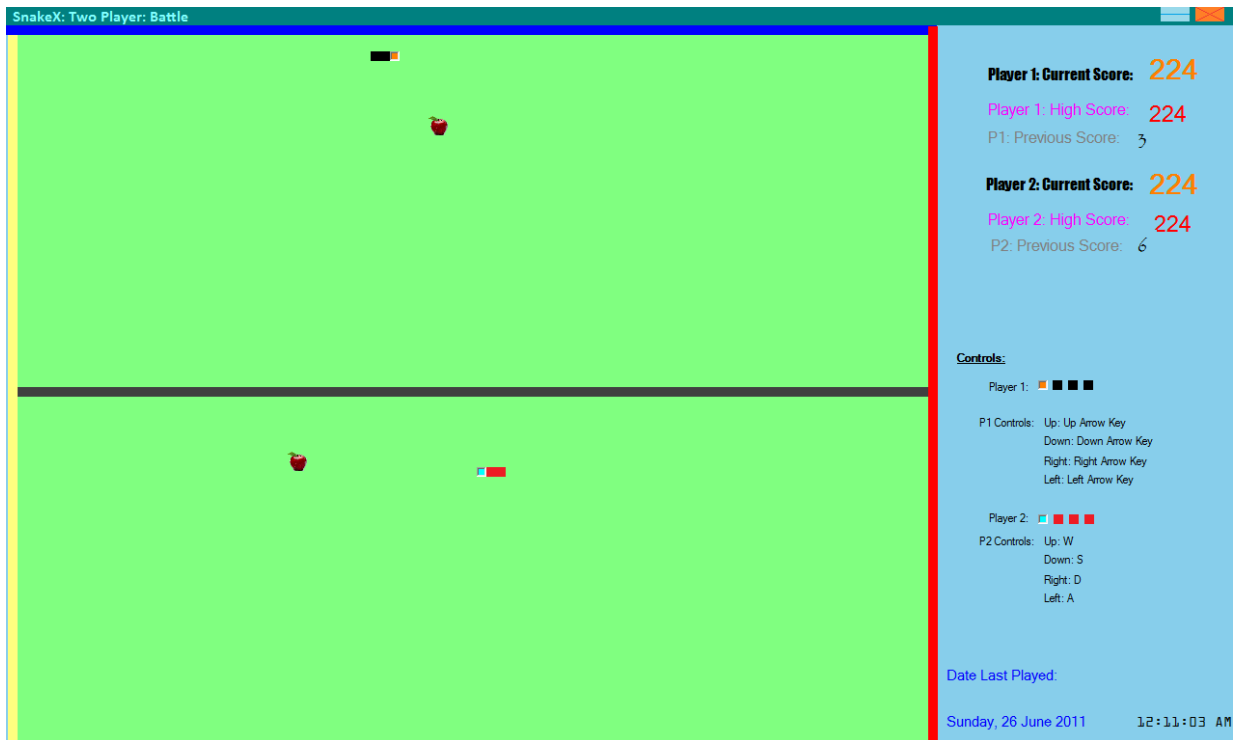
This dialog will appear once you click "Reset all scores" button, If you're really sure you want to lose all of your scores including your highscore, then click OK. This will reset your current score to 0, previous score to 0, totalscore to 0 and highscore to 0. Click Cancel if you do not want to delete any scores.



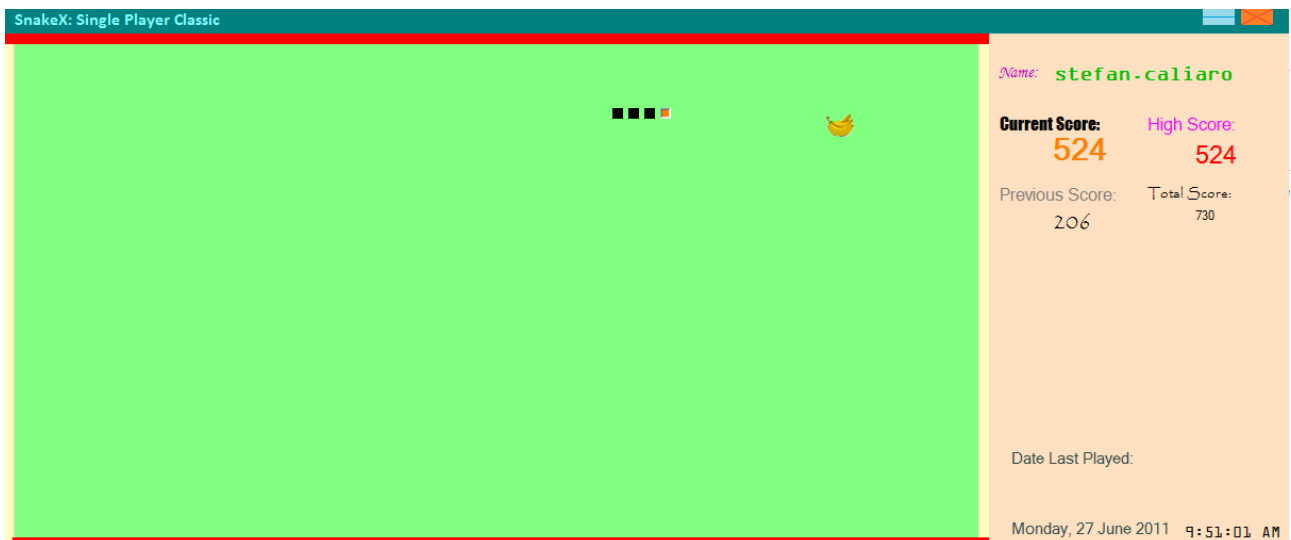
This dialog will be displayed once all scores are deleted. Click OK to continue.



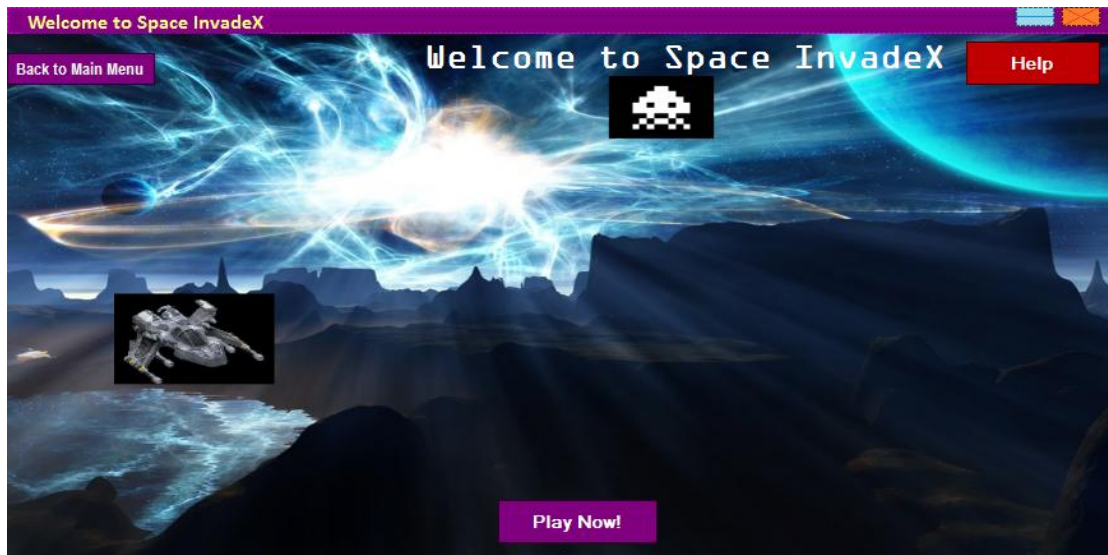
This is the SnakeX: Two Player Co op mode. Everything is similar to single player, except you have an extra buddy to help you collect those precious fruits! Team up to get the highest Co op highscore. At the end of it all compare who got the highest score to see who performed better.



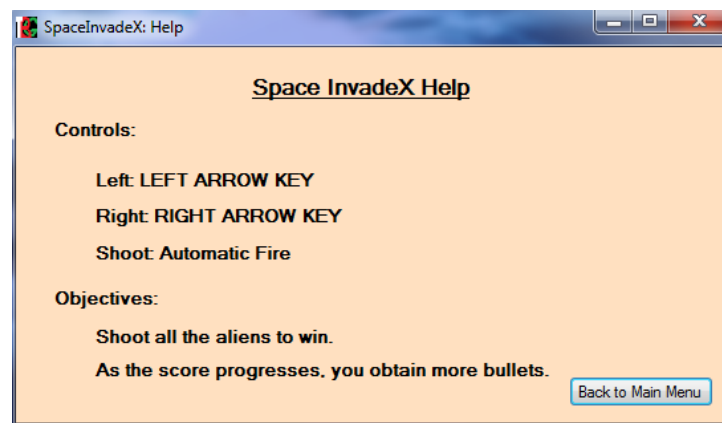
This is the SnakeX: Two Player Battle mode. All the core mechanics are the same as single player. Don't crash into any walls or yourself! Go head to head with an opponent to obtain the highest highscore and attain victory amongst your friends!



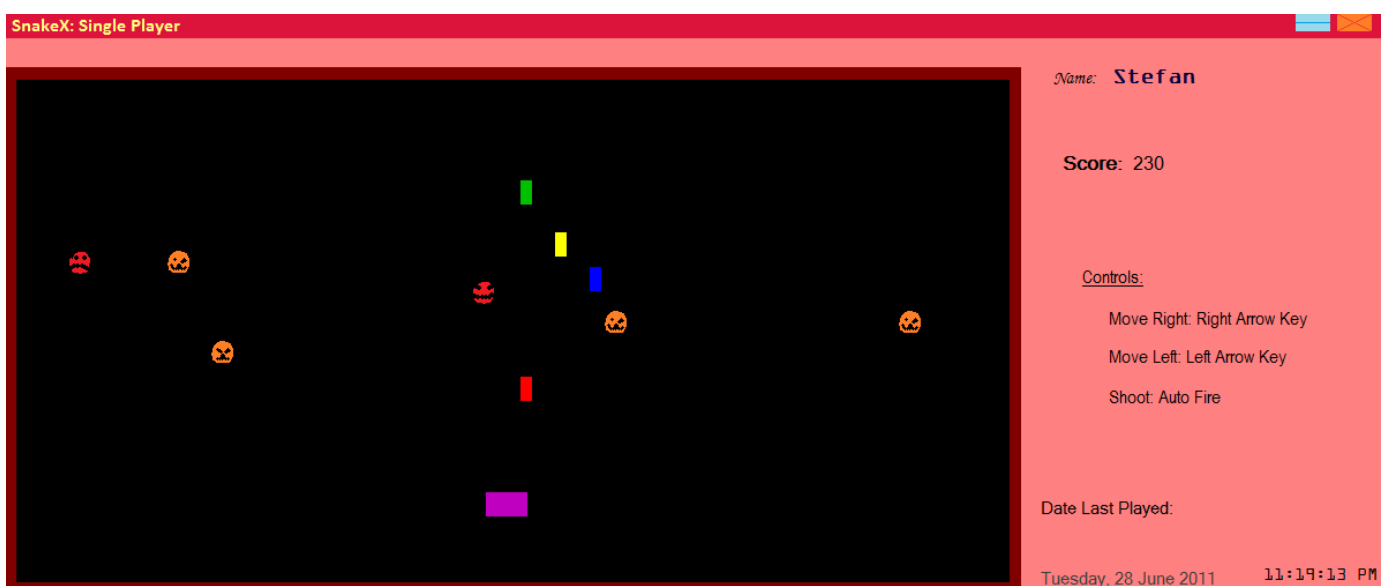
This mode is exactly the same as the SnakeX: single player mode, however you move faster at the beginning and create a "block" piece snake similar to an arcade version of snake. Eat those fruits and you'll be fine.



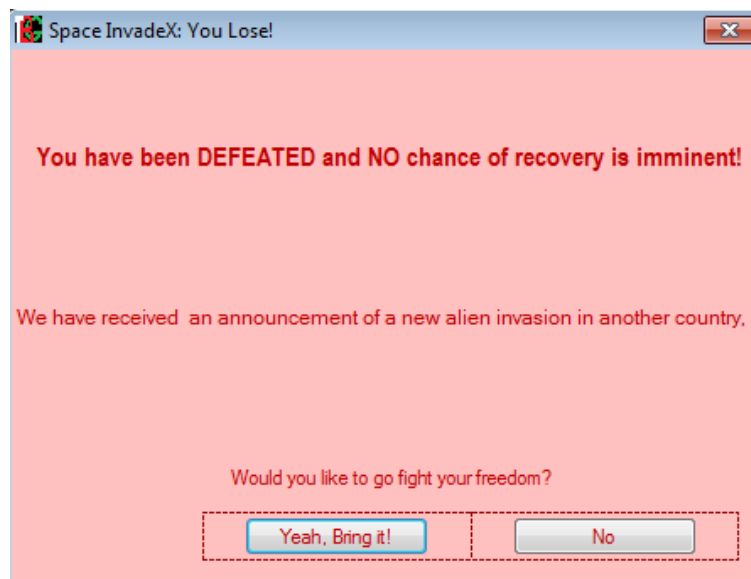
This is the Space InvadeX menu. Here you can launch the Space InvadeX game or access help about how to play Space InvadeX. As before with SnakeX, you have the option to go back to the initial main/cover menu.



Here you can read about the controls of Space InvadeX and read the objectives of the game. Click "Back to Main Menu" to go back to Space InvadeX menu



This screen opens once you click “play now!” button from the Space InvadeX menu. The Aliens initially start as one wave formed in one line from the top, making their way down. Aliens start off moving right and come to boundary point where they drop one line and change direction to left. This will continue until they hit a left boundary point whereby aliens will drop again and go back to travelling right. Every time an alien drops down a line it will speed up, so be quick and shoot them all down before it’s too late! Every time you kill an alien, you will be rewarded 10 points. As your points grow you will be upgraded to 2 bullets, then 3 bullets and ultimately 4 bullets, respective to the score value. If you manage to kill all 28 aliens before they get to you, then the game will end and you will be displayed with a win dialog. Otherwise if an alien is still alive by the time it reaches your spaceship’s level, the game will end and a lose dialog will display.



This dialog is displayed when you lose in Space InvadeX. Click the button “Yeah, Bring it!” to play again. The Space InvadeX form will close and re-open to reset all alien’s positions and the score. Click “No” to return to the Space IndvadeX menu.



This dialog is displayed when you win in Space InvadeX. Click the button “Yes” to play again. The Space InvadeX form will close and re-open to reset all alien’s positions and the score. Click “No” to return to the Space IndvadeX menu.



This is the Light CycleX menu. Likewise, with all other menus, it features a “play now” button to access the Light CycleX game. A Highscores dialog can also be accessed to display both player(s) Highscores by clicking “Highscores”. The “Help” button will also allow you to access Instructions on how to play Light CycleX. You can go back to the main menu, by clicking “Back to Main Menu” in the upper left corner.



This screen displays all the controls and objectives you need to know to be successful at Light CycleX. Click “Light CycleX Main Menu” to go back to Light CycleX menu.



This is the Light CycleX game play screen. Here is where you go neck and neck to try and trap the opponent in your trail. Your trail will grow every second and the score will be added by 3 every second. Whoever crashes into, themselves, a wall or into the opposing player will lose. If both players collide head on then a draw will result.



Displayed when player 1 wins, similar to SnakeX dialogs, click yes to play again, click no to return to Light CycleX, click view highscore to see Highscores, click Reset All scores to set all score values to 0.



Displayed when player 2 wins, click yes to play again, click no to return to Light CycleX, click view highscore to see Highscores, click Reset All scores to set all score values to 0.



Displayed when both players collide head on - a draw results, no wins, no one loses. Click yes to play again, click no to return to Light CycleX, click view highscore to see Highscores, click Reset All scores to set all score values to 0.

Troubleshooting Guide

Frequently Asked Questions

Question:

What do I do if my game doesn't open when I double click "The Big Game.exe" file?

Answer:

1. Try re-downloading the file and run it again.
2. Check your firewall and anti-virus security software to make sure it is not being blocked. If it is, unblock it and re-open the program.
3. Check for the latest updates from Microsoft using "Windows Update" program in (Vista/7) or Windows Update on the Microsoft website for (XP)" Install any latest updates. Restart computer and try running the program again.
4. Check that you meet the system requirements.
5. If you do not meet the system requirements you will need to upgrade your current computer system or buy a new computer system with the required system requirements.

Question:

Why is my game crashing half way through my game play in SnakeX, Space InvadeX or Light CycleX?

Answer:

- Check that your video card and CPU meets the system requirements.
- Close any other programs running, including background tasks such as virus scanners and data backup programs

Question:

Why can't I resize or move my game to fit my screen? I can't see all of the game when I'm playing it.

Answer:

- This current version 1.0.0.0 of "The Big Game" currently does not support sizeable or moveable game windows.
- Make sure you are using at least a 15.1" wide screen monitor with a resolution of 1280*800

Question:

Why can't I move my snake or spaceship?

Answer:

- Check that your keyboard is plug in properly
- Ensure your keyboard has the latest drivers, contact your keyboard manufacturer's website for driver updates. Download and install them if there a newer ones available. Run game.
- Still not working? Restart computer, then run the game.

Question:

Why does a second gameover dialog pop up after I have said "No" in SnakeX: single player mode?

Answer:

- This is a bug that has not yet been worked out and is still being worked upon. For now just click "No" a second time and move one with the program.

Question:

Why does SnakeX two player modes and light CycleX feel slow when two players are playing at the same time?

Answer:

- Due to the demand of operating two snakes at once, it can be very demanding on a computer with old hardware to operate two snakes at once. Therefore it is recommend you use a more power computer or upgrade your current hardware such as CPU, RAM, and Graphics card.

Question:

Why can't I download "The Big Game.exe" file?

Answer:

- Ensure your internet connection is enabled and reliable
- Try re-downloading it again at a later time
- Check that you have at least 6MB of free space left your HDD

Question:

What do I do if I've tried everything humanly possible and still can't fix my problem?

Answer:

- Contact me by email at dragonflame2005@hotmail.com and make sure you put a relevant subject name, otherwise I might miss it or treat it as junk mail.