

Dot Dodge – Game Manual

Description

Dot Dodge is a fun game that involves moving the PLAYER through a world populated with enemy DOTS and POWERUPS. The goal of the game is to survive as long as possible such that the player's SCORE can be entered into the HIGHSCORES and celebrated for all eternity.

Worlds

Dot Dodge has two worlds: The PlayWorld, in which the player dodges dots, and the PauseWorld, in which the player can move around, view the high scores, and update them in realtime by pressing the "L" key (which also ends the game, see Winning section below). The player can only enter the PauseWorld by tapping the "G" key if they have obtained 100 points in the PlayWorld; once there, the player can return to the PlayWorld by tapping the "B" key to further increase their score, but they cannot return until they have gained another 100 points.

Blocks, Dots, & Boxes

The playing field in Dot Dodge is a light gray box, and the player does not interact with it unless they attempt to leave it as if trying to enter the black box. This is not recommended, as it will decrement the player's score (see Scoring below). There exist a few other blocks and dots:

- The teal block is the player. It is the only block that the player can directly control.
- The stream of blocks following the player is the player's trail. The trail will change color along with the player to reflect your active powerup; if you have none, you will revert to teal. You can also alter the trail's size in the Constants class. (See below for details.)
- The yellow dots are enemies. These seek the player, and the player should avoid them.
- The red, green, and blue dots are powerups. Running into these gives the player:
 - A "trail whip" if the powerup is red. The player can use the tip of their trail to poke enemies and destroy them if this is the active powerup (player is red).
 - "Wipes" if the powerup is green. The player can use these to clear the screen of enemies (one wipe is gained per game tick; see Scoring section below).
 - The ability to "slow time" if the powerup is blue. All dots onscreen while the player is blue will move slowly if this powerup is active.

Movement

There are five keys that trigger player movement in Dot Dodge. Trying to move the player off the playing field will also return the player to the center of the field, albeit for a point penalty.

- The "up" arrow key moves the player up one unit.
- The "down" arrow key moves the player down one unit.
- The "left" arrow key moves the player left one unit.
- The "right" arrow key moves the player right one unit.
- The "x" key returns the player to the starting position (for a point penalty).

Scoring

No game is fun without keeping score! Scoring in Dot Dodge is very somewhat complicated, so please pay attention: Your score increases by 1 point for each movement that you make. Other events trigger different changes in score:

- Falling off the edge of the world costs 10 points.
- Returning to the starting position with the “x” key costs 5 points.
- Hitting an enemy costs 1 point per game tick. This means that slower enemy dots, though easier to avoid, will cost you more score if you do not manage to escape them quickly; a single “collision” with an enemy can cost the player 10 points or more!
- Hitting a powerup gives 3 points per game tick. Just like with enemies, if you linger on a powerup, you can gain score quickly.
- If you poke an enemy with the “trail whip” powerup, you gain 3 points.
- If you use a “wipe” to clear the playing field of enemies, you gain 5 points.
- Slowing time with a “slow time” powerup gives no points.
- Hitting the “+” key gives 100 points, but use this for testing purposes only!

Statistics

Everyone loves statistics, and therefore, Dot Dodge keeps track of many interesting things that you do in the game. Your score, of course, is always displayed. Additionally, the statistics at the top of the screen reflect the number of times you have:

- caused a dot to spawn (“dots spawned”)
- been hit by a dot (“times whacked”)
- fallen off of the world (“worlds fallen off”)
- reset to the starting position (“resets resetted”)
- caused a powerup to spawn (“powerups spawned”)
- gotten a powerup (“powerups gotten”)
- poked an enemy dot (“pokes poked”)
- and lastly, Dot Dodge keeps track of how many remaining “wipes” you have left to use since you can stockpile these for use these whenever, even if your last powerup was not a “wipe” powerup! (“wipes left”)

Winning, Losing, & Ending the Game

You cannot win Dot Dodge. Sorry. But fear not, you can lose the game in two different ways! First, if get whacked 200 times, you will lose because your player just can’t take it anymore. Second, you will lose if your score falls below -100 because Dot Dodge thinks poorly of you.

You can also end Dot Dodge on your own by hitting the “L” key. Then Dot Dodge will look at your score, and, if it exceeds the tenth highest score ever recorded, your score will be added to the high scores list. Otherwise, evidence of you ever having played Dot Dodge will be erased from the earth and you will have to play again.

Have fun!