SATW PROJECT

Firewall Wars Manual

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Introduction

Firewall Wars is a game created by Alejandro Reyes Albillar and Ivan Rodriguez Ferrández, two students from the University of Alicante for the subject of Automatic Reasoning.

This game is our first approximation to the videogame programming and is also our first time programming on a CPC 464. It has been a project with a lot of challenges because of the fact that we weren't used to work on a computer with such a limited performance. This made us squeeze every byte in order to get this game off the ground. It has been a very good work experience.

History

The background history of the game that is shown to the player is the following one:

"2017, after Trump's rise to power and his longing to destroy everything that represents international culture, the world is being threatened by a series of nuclear warheads.

You, and advanced soldier from the digital era, have been transformed into data to recover the deactivation code of the mentioned nuclear warheads which will be launched in 10 minutes.

Your mission is to infiltrate into the enemy database, evading the components of the firewall to recover the eight parts that form the deactivation code.

Be careful, if you touch any firewall component your data will be permanently deleted from the system and you will not be able to return to the real world.

In order to complete your task, you will need to take the 8 parts of the code to the output bus, which is linked to the sprite of a CPC464, which only unlocks with a special code that you will need to discover by yourself.

In order to help you with your mission, we have infiltrated some special codes into de database which will let you, for a short time, become invisible in front of the firewall's components.

These codes will be deleted once used and you will not be able to use them again, so use them wisely.

We wish you good luck, soldier, and make good profit of your powers."

Game Functions

Objectives

1. The player must find every data tape spread out over the map.
2. The player must avoid to be eliminated by the firewall's components, which are red.
3. Once the player have collected every tape, he must lead to the hall of the central CPC, where he must run the deactivation code coded on the tapes.

Controls

Direction: WASD
Invisibility: C
Game Start: Intro
Game Restart: R

Game running

This is a screenshot of the game where, on the upper side, is shown the time you have been playing on this run. At his right side we can see the player's battery, with 5 cells that represents 3 seconds of invisibility each one, and the tapes that the player has already collected.

In the map we can see the red enemies with a black line representing the way they're looking, our player represented with a purple point, and a cyan square that is the cyan tape. The enemies can kill you with one only touch so, even if you're invisible, they can kill you.

Finally, in every map there is a Cola can that restores partially your invisibility energy. This item is a wink of Camelot Warriors, because their coke (our called Cola) is one of the items, called "The elixir of life", of this game.