

Airpace Frenzy 8

Installing and running the game

Visit our website (<http://sepr-hou.github.io/airspace-frenzy-8/>) and download the game file from the Download link.

Double click the downloaded .jar file to play!

Main Menu

When the application is run you'll be presented with the menu screen, giving you the following options:

Start Single Player Game:

Starts a single player game.

Start Multiplayer Game:

Takes you to the Multiplayer setup screen.

Options:

Takes you to the options screen allowing you to change difficulty.

High Scores:

Takes you to the high scores screen allowing you to view your 10 best scores.

Exit:

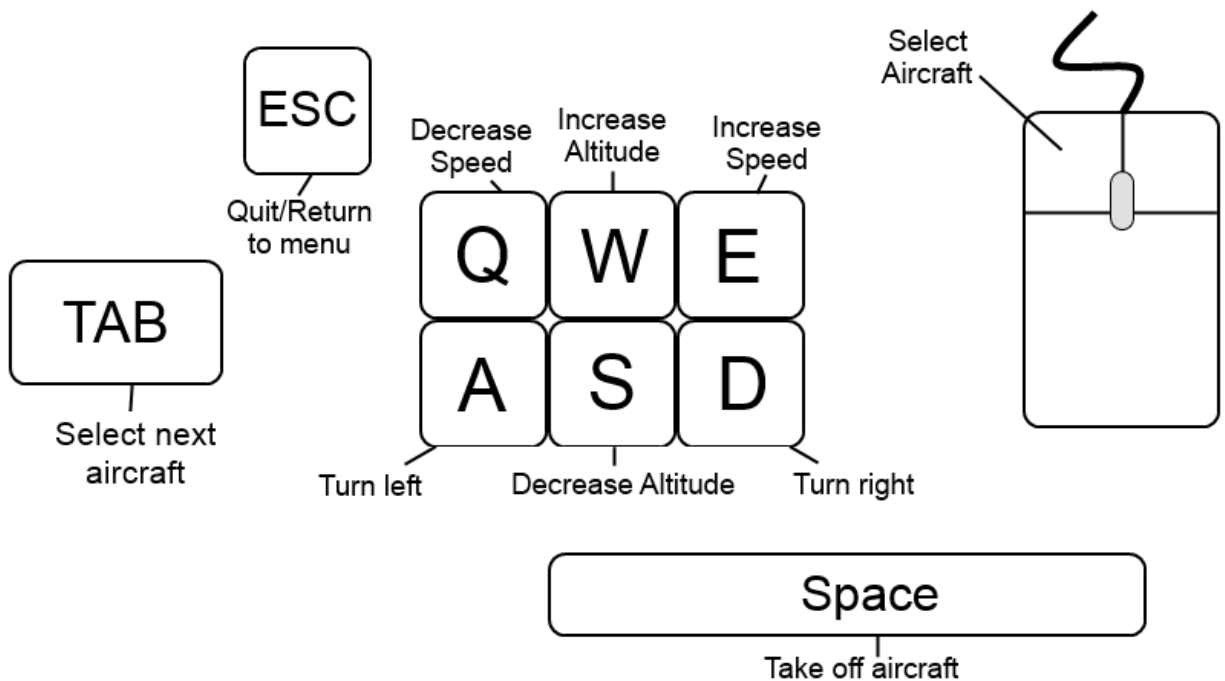
Quits the game.

Playing a single player game

You'll start to notice aeroplanes spawning on the edges of the screen, it's your job to direct these aircraft on their flight paths without aeroplanes colliding into each other in a fiery ball of death, metal, and smoke. Flight paths are made up of waypoints, those are the red dots you can see in the airspace. First you'll want to know how to control these aircraft.



Luckily controlling planes is easy. To start you need to select a plane, this can be achieved by clicking on the aircraft with the cursor. The tab key can also be used to cycle through planes to select them. You'll notice two things: that the information panel on the right side of the screen is updated with all the selected plane's current information and the selected plane is coloured yellow. The plane can be controlled with the use of the WASDQE keys on your keyboard. Pressing the W and S keys will change the planes altitude by a set amount. The A and D keys will command the plane to turn; the plane will turn for as long as one of these keys is pressed. Notice how the information on the information panel e.g. bearing and altitude is updated accordingly. The Q and E keys decrease and increase speed.

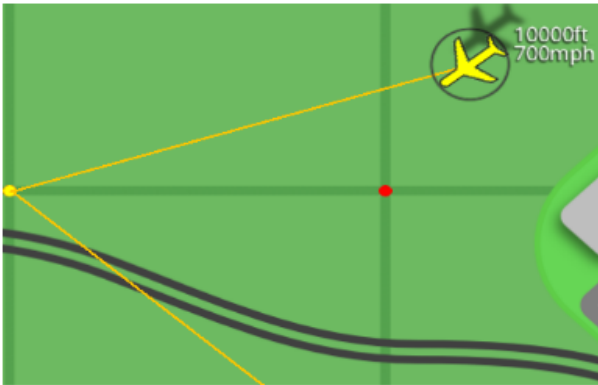


So now you know how to control a plane the next step is to find out where you need to direct it. Each plane has a generated flight path made up of waypoints. To find out which waypoints your aeroplane needs to go through, simply select it. A route made up of yellow lines will appear on the screen displaying the route from the plane's current location to its exit point or to the airport. If the route goes to an exit, you must simply fly through the waypoints in order and fly into the circle at the edge of the screen. If a flight plan ends at an airport, you must fly into the runway with these conditions:

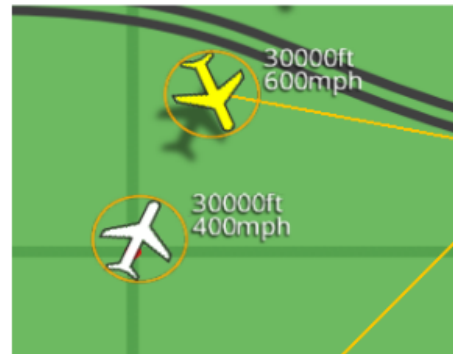
- You must be travelling at the lowest speed (300 mph)
- You must be travelling at the lowest altitude (5000 ft)
- You must hit the runway at the correct angle (within 25 degrees of the direction of the runway)

To take a plane off from the airport, there must first be a plane already landed in the airport, then you must press the spacebar button. Planes take off from alternate runways each time the spacebar is pressed.

Your score will increase each time you land a plane or a plane follows its flightplan out of the airspace. The score for each plane decreases the longer it's in the air and for whenever it violates the exclusion zone of another plane.



Example Flight Plan



Example collision warning

Finally you need to keep your planes safe by stopping them from colliding with one another or else face demotion from air traffic controller to bus stop manager, drain pipe cleaner, coal taster or something similarly unexciting. Fortunately for you an early warning system is installed. When it looks like two planes are getting too close, an orange circle will appear around the planes in question. Reacting quickly here is essential to stop collisions and not lose score!

To leave the game press esc.

Now you have a good idea how to play, it's up to you to make the most of the game. Good luck!

Playing a Multiplayer game

Before being able to play a multiplayer game it is first necessary to establish a connection between you and your partner. To do so both must navigate to the "Multiplayer Setup screen" from the main menu. It is necessary for one player to be the host and the other a client. The player that is to be host simply needs to click the "Host" button. The player that is the client must first enter the host's name into the text field labelled "Enter Host Name"; the host name can be the IP address of the host or the host's computer name. Once the name has been entered they should then click on the "Connect" button. The game should begin shortly. Note: The game must be hosted before the client player tries to connect and connections can only be made on local area networks.

The aim of the multiplayer game is for you to work together to try and achieve the highest joint score possible. The gameplay is very much the same as the single player game only with some plane control limits thrown in. In this game mode planes will generate as one of two colours (red or blue). The colour of planes you have control over is indicated in the bottom right corner of the screen. Whether a plane is red or blue when generated is completely random so it may be the case that you have very few planes to control whilst your partner has many. Fortunately another additional feature allows for an added layer of cooperation between players; the handover. Handovers allow you to swap the colour (and therefore control) of your planes and doing so is incredibly simple. Once you have selected a plane simply press the “H” key to allow your partner to be able to take control. It is important to bear in mind that you will no longer to be able to control that plane unless your partner switches it back over to your control so use wisely, you don’t want to overload your partner.



Good Luck!