

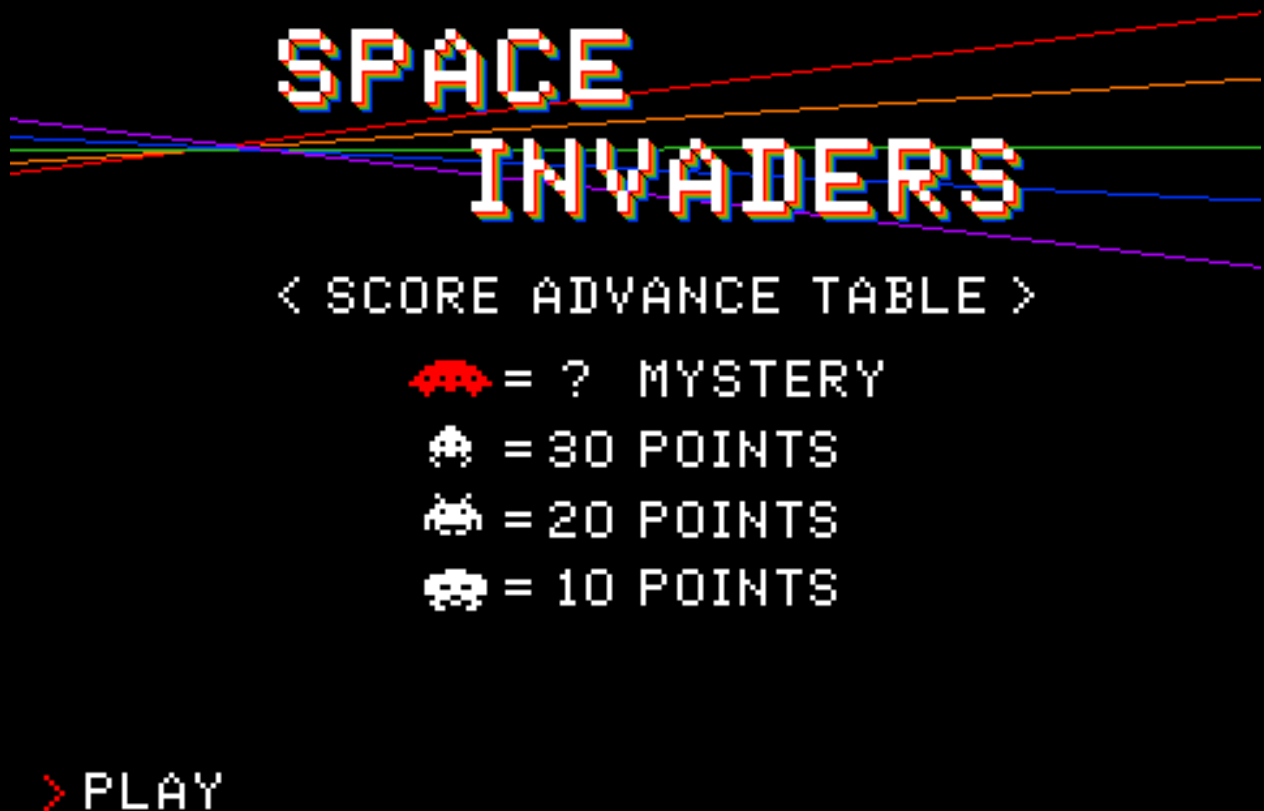
# User Manual

The app is a Space Invaders game, close to the original arcade video game 1978.

## Start menu

Initially, when player turn application on kit on, the start menu appears on the display, which contains information about how points are distributed in the game.

By scrolling **green** rotary dials knob the player can choose one of four options PLAY - to start the game, RESET - to reset the best score, HI-SCORE - just to look at the highest score of the game, and EXIT - to exit the application.



To reset the highest score of the game (i.e., it will become 0) - select the RESET option and press on **green** rotary dials knob.

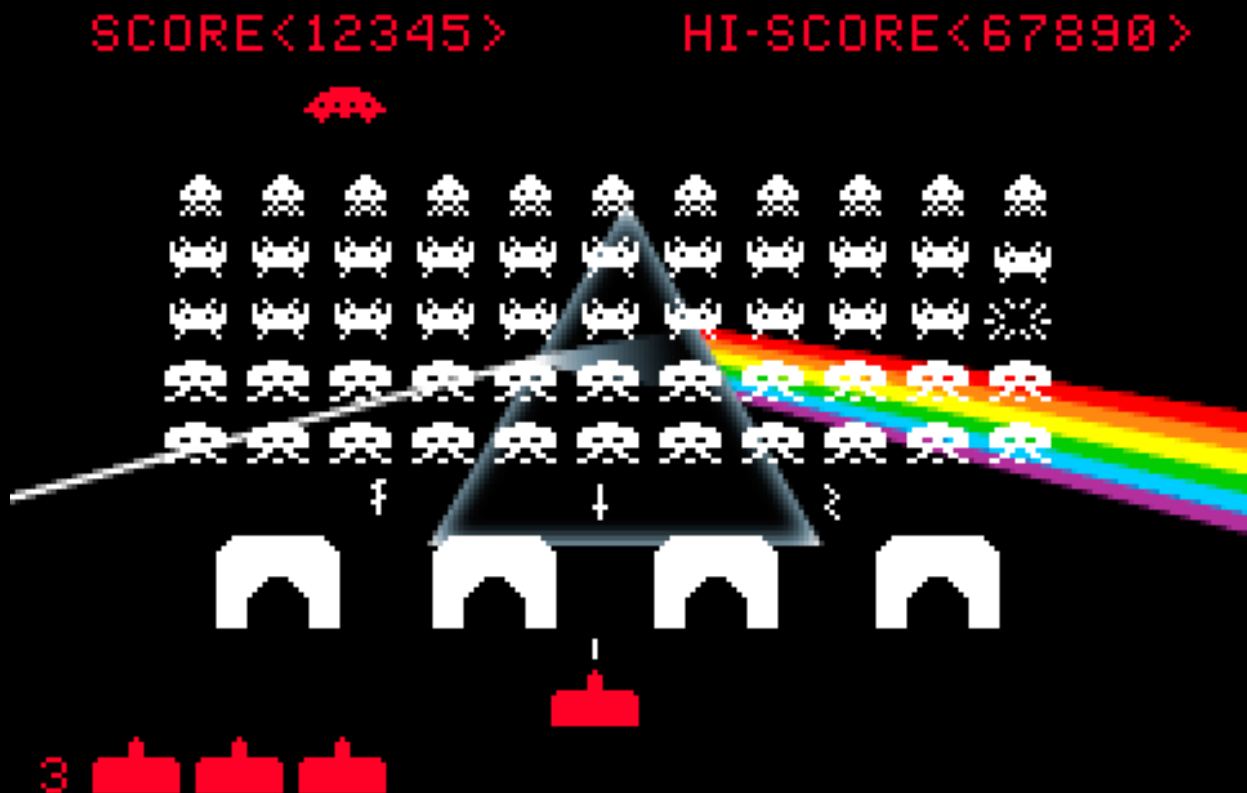
To start the game - select PLAY and press on **green** rotary dials knob.

To exit the application - select EXIT and press on **green** rotary dials knob.

## Game scene

When the game starts, appear aliens, barrier walls, player's laser cannon, the field with the current score and the field with the best score.

The aliens begin as five rows of eleven that move left and right as a group, shifting downward each time they reach a screen edge. The goal is to eliminate all of the aliens by shooting them.



To control the laser cannon - scroll **blue** rotary dials knob clockwise to move it to the right and counterclockwise to move it to the left.

To make the cannon fire - press **red** rotary dials knob.

When the player hits the alien, the **green** RGB LED lights up.

If an enemy bullet hits the player, the **red** RGB LED lights up and one life is taken from the player's lives.

The number of lives of the player is also displayed on the LED line.

If the player runs out of lives or if the aliens reach the bottom of the screen, the game ends and automatically switches to the start menu.

If the player manages to shoot down all the aliens and has lives left, the game starts over again with the current result saved. All aliens reappear and the barrier walls are restored.