

# Friendly Fire

## Story

It was a pleasant Monday morning. Alex, Ryan, Dan and Sid were getting ready for their first day at Grad School. As they cycled towards college, the sky suddenly filled up with black clouds and a thunderstorm ensued. A huge lightning bolt struck the ground in front of them, creating a vortex that sucked the four brothers in....

The brothers now find themselves on another planet, Derga, in an alternate universe. They are imprisoned by the ruler of the world, Derg (who named the planet after himself). He offers a way back – but for only one. To decide who will go, he sets up a tournament where the four brothers must fight each other...

Only one will emerge victorious and earn his way back home...

## Gameplay

Friendly Fire is a multiplayer platformer/shooter. You and up to three friends fight it out above an alien planet. Use a large variety of weapons and powerups to kill your opponents. The last man standing is the winner.

## Controls

Friendly fire is designed to be played with a joystick with shoulder buttons:



The keyboard is supported but not optimal to use for this game

The keyboard can be used for control of players one and two. Player one moves right and left using D and A, looks up with W, and drops down through platforms using S. G jumps, H ducks, J shoots and T throws a grenade. U switches between primary and secondary weapons, Y switches between regular and concussion grenades.

Player two uses the arrow keys to move, look up and fall through platforms. Spacebar jumps, alt ducks, ctrl shoots and shift throws a grenade. Slash switches between primary and secondary weapon, and period switches between regular and concussion grenades.

### **Other Controls:**

**PgUp/Pgdown:** increase/decrease background music volume

**Alt+P:** Toggle view mode(fullscreen/ windowed). Beware!! This restarts the game.

### Level



Traversable platforms: You can jump through these from the bottom, or fall through them from the top



Solid platforms: These are impassable.



Destructible cover: This can provide cover in a pinch, but it can be destroyed.

### Powerups

Powerups will fall into the level periodically. As they are falling you won't be able to see what they are, so be careful! There are two negative powerups that you won't want to get.

- *Shields:* A common powerup. It absorbs 30 damage before breaking.
- *Health Packs:* Health packs simply grant health, up to the maximum of 100. The common type grants 15 health, and the rare type grants 50.
- *Rapid Fire:* An uncommon powerup. Doubles the player's rate of fire for 20 seconds.
- *Extra Grenades:* Extra Grenades are a common powerup that grants the player three extra grenades, up to a maximum of three.

- *Concussion Grenades*: Concussion grenades are a common powerup that deal no damage, but knock a player back.
- *Negative Powerups*: Two types of powerups exist that actually confer a penalty to the player. One simply deals 15 damage. Another forces the player to use the pistol weapon for 20 seconds.

## Weapons

### *Machine Gun:*

The machine gun is the default weapon; all players will start with it.

- Rate of Fire: Fast and fully automatic
- Speed of Bullets: Average
- Bullet Spread: None
- Collision: Stopped by all obstacles
- Damage Caused: Low
- Ammunition: Infinite

### *Shotgun:*

A common bonus weapon, fires a spread of bullets.

- Rate of Fire: Medium fast, semi-automatic
- Speed of Bullets: Average
- Bullet Spread: 3 bullets fired at a time, one angles up, one angles down, one straight
- Collision: Stopped by all obstacles
- Damage Caused: Low
- Ammunition: 20

### *Railgun:*

An uncommon bonus weapon, fires a fast moving high damage shot

- Rate of Fire: Slow, semi-automatic
- Speed of bullets: Fast
- Bullet Spread: None
- Collision: Shot travels through destructible objects and traversable platforms.
- Damage Caused: High
- Ammunition: 10

### *Laser:*

An uncommon bonus weapon, fires an instant shot

- Rate of Fire: Very slow, semi-automatic
- Speed of bullets: Instant
- Bullet Spread: None
- Collision: Stopped by all obstacles
- Damage Caused: High
- Ammunition: 10

*Guided Rocket:*

A rare bonus weapon, player loses control of their character and guides rocket when fired

- Rate of Fire: N/A
- Speed of bullets: Average
- Bullet Spread: None
- Collision: Stopped by all obstacles
- Damage Caused: Fatal, unless the target has a shield
- Ammunition: 1

*Pistol:*

An uncommon 'penalty' weapon, it lasts for 20 seconds, and player is forced to use it

- Rate of Fire: Medium fast, semi-automatic
- Speed of bullets: Average
- Bullet Spread: None
- Collision: Stopped by all obstacles
- Damage Caused: Low
- Ammunition: Infinite

Credits

Dorian Wright

[wright.dorian@gmail.com](mailto:wright.dorian@gmail.com)

Kapish Rawat

[kaprawat@gmail.com](mailto:kaprawat@gmail.com)

Alex O'Rielly

[aurielly@gmail.com](mailto:aurielly@gmail.com)

Nimesh Desai

[nimesh.158@gmail.com](mailto:nimesh.158@gmail.com)