



Ski Jumping 12 Controls scheme

ver. 0.1



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1) CONTROLS 'TOUCH'



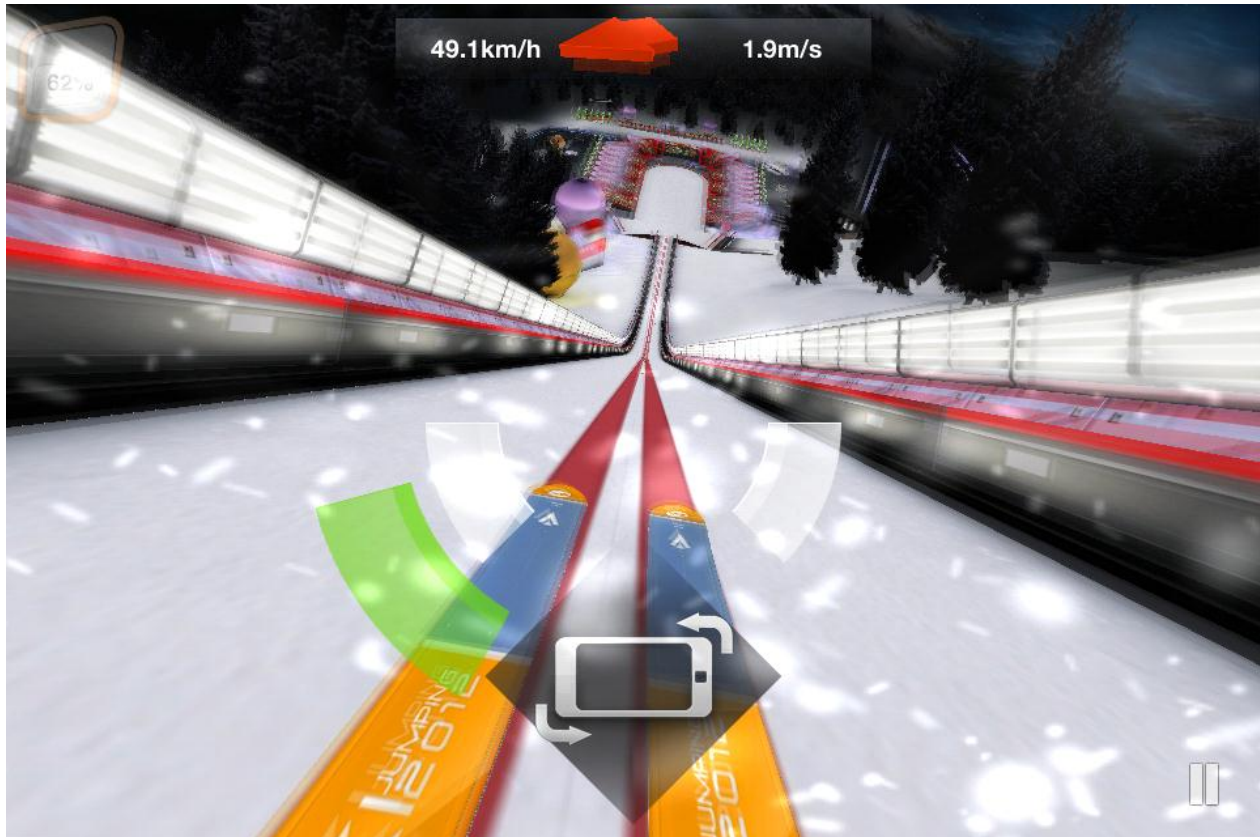
- ✦ The game is controlled by touching left and right sides of the screen. On-screen buttons help to navigate the game but are not necessary to play (player doesn't have to tap precisely on them).
- ✦ While sitting on the bench player can look up and down by moving the device accordingly.
- ✦ To jump off the bench player has to tap anywhere on the screen.
- ✦ While sliding down the slope player tries to keep balance by tapping the side of screen on which a green bar starts to turn red (it indicates the loss of balance).
- ✦ To perform a takeoff the player has to tap the screen precisely when two green indicator bars meet each other.
- ✦ During flight the player has to sustain balance once again in the same way as earlier.



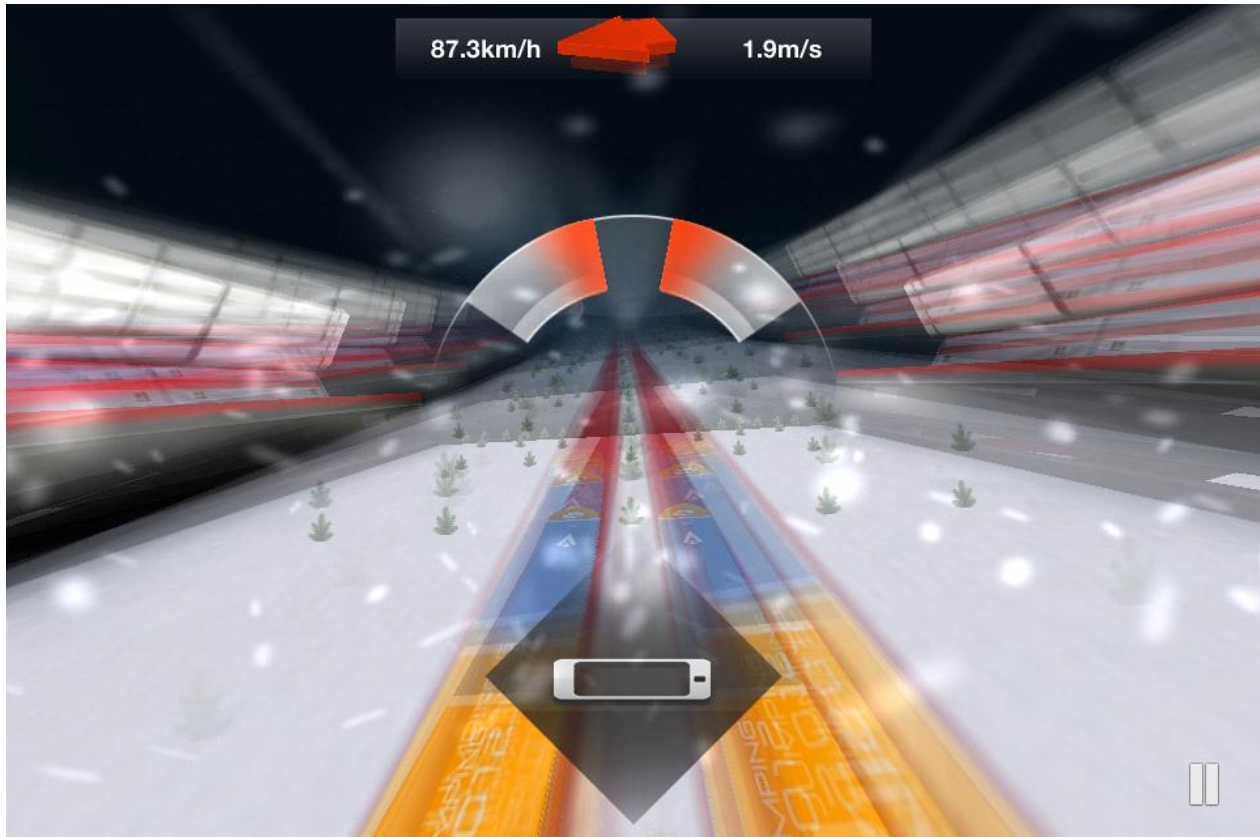
✦ The last action is landing which is performed exactly like takeoff.



2) CONTROLS 'TILT'



- ✦ The game is controlled by tilting the screen left and right and shaking the device. The player can also use tapping in takeoff and landing phases.
- ✦ While sitting on the bench player can look up and down by moving the device accordingly.
- ✦ To jump off the bench player has to tap anywhere on the screen or shake the device.
- ✦ While sliding down the slope player tries to keep balance by tilting the device in a direction indicated by a green bar starting to turn red (the bar shows the loss of balance)
- ✦ To perform a takeoff player has to shake the device or tap the screen precisely when two green indicator bars meet each other.



- ⤴ During flight player has to sustain balance once again in the same way as earlier
- ⤴ The last action is landing which is performed exactly like takeoff.

3) MINI TUTORIAL 'TOUCH'

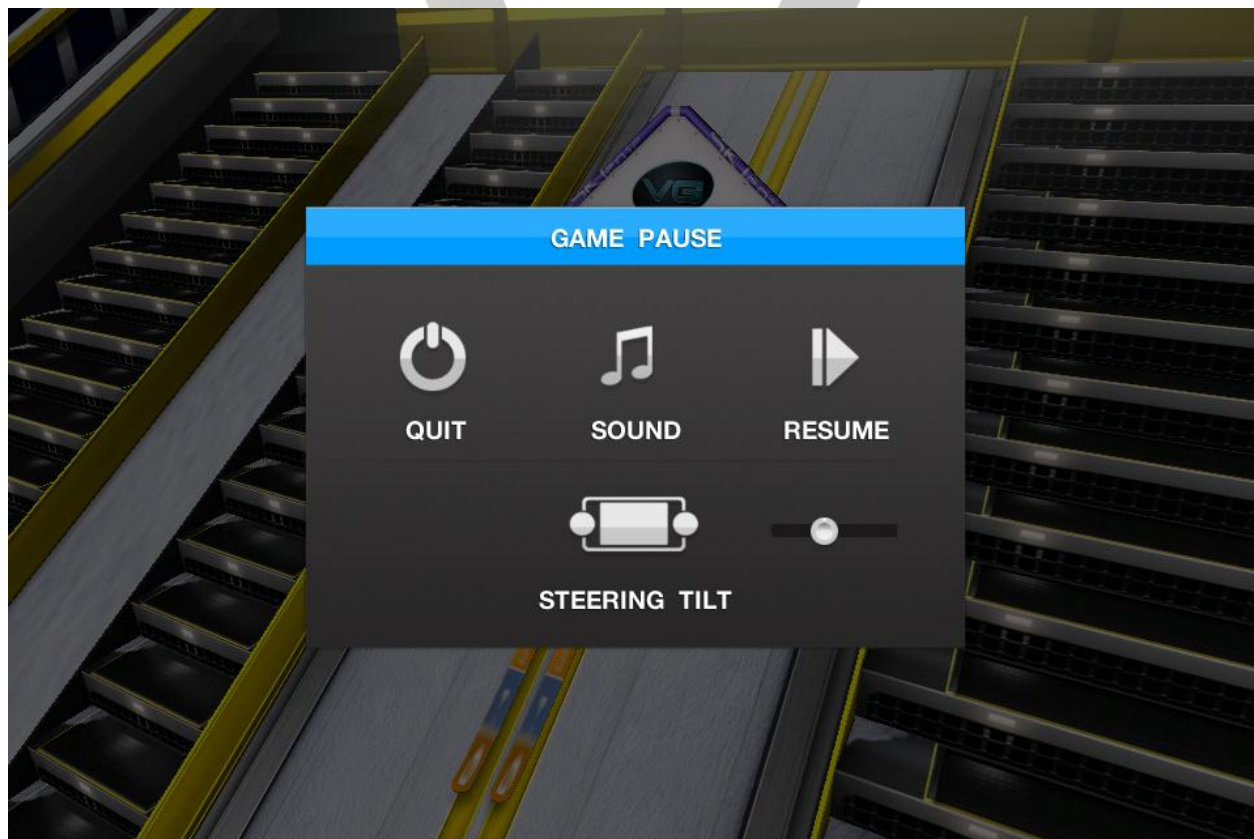
- ⤴ The game has a tutorial feature which shows only when player does not play too well (ie. when the indicator bar goes all the way to the „red field”)
- ⤴ The tutorial is presented in a form of small, animated icons which show what the player has to do at the moment.
- ⤴ The tutorial shows:
 - Balance – button being tapped on left or right side of the screen (accordingly to what happens on screen)
 - Takeoff – buttons being touched at once
 - Balance – same as No 1
 - Landing – same as takeoff

4) MINI TUTORIAL 'TILT'

- ✦ The 'tilt' tutorial works the same as the 'touch' tutorial
- ✦ The tutorial shows:
 - Balance – device being tilted left or right (accordingly to what happens on screen)
 - Takeoff – device being shook
 - Balance – same as No 1
 - Landing – same as takeoff

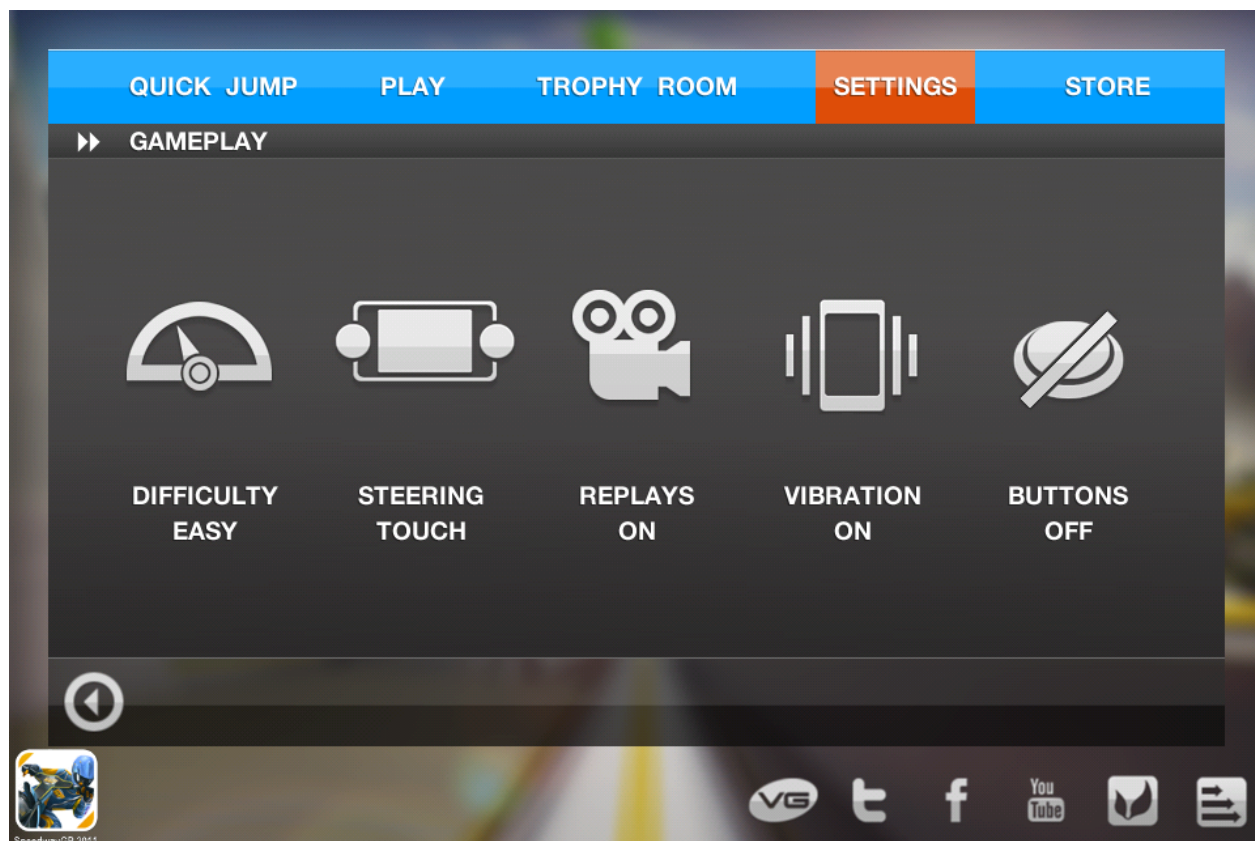
5) CONTROLS PAUSE MENU

- ✦ While in pause menu player can set his controls along with the tilt sensitivity





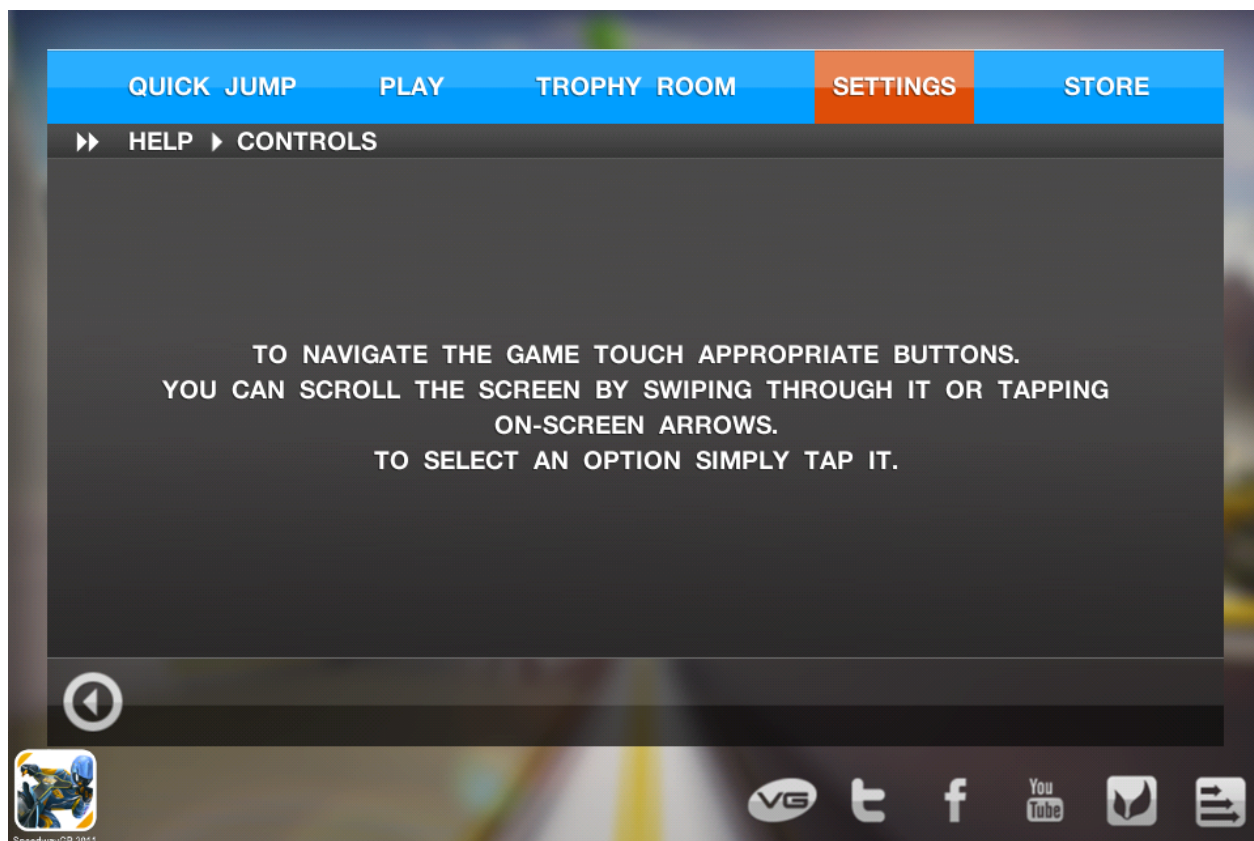
6) CONTROLS MENU



- ✦ In menu settings → Gameplay player can change his controls along with tilt sensitivity and a display of on-screen buttons.



7) CONTROLS MENU HELP



- ✦ In menu settings -> help → controls player can read a text describing how to navigate through menu.

8) CHANGELOG

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- ✦ pierwotna wersja dokumentu