

SNOWY

Program -John Knight and Manual - Kerr

COLLABORATORS

	<i>TITLE :</i> SNOWY		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Program -John Knight and Manual - Kerr	July 26, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	SNOWY	1
1.1	Snowy	1
1.2	What is Snowy?	1
1.3	Requirements	1
1.4	Running Snowy	2
1.5	DISCLAIMER	3
1.6	Distribution	3
1.7	Credits...	3

Chapter 1

SNOWY

1.1 Snowy

Snowy Documentation

Introduction	What is Snowy?
Requirements	What do I need to run it?
Usage	How to use Snowy
Disclaimer	
Copyright	
Credits	Where its due...

1.2 What is Snowy?

This is a project that I started a couple of years ago. Originally, the game was going to consist of many more sub-games. Unfortunately, due to having too many irons in the fire, I never finished it completely. The game is of an edutainment type theme and uses various special effects to implement the graphic routines (Dual playfields, direct copper/blitter programming etc).

The game consists of two sub games that are aimed at a 4-7 year old audience.

1.3 Requirements

Snowy was designed on a standard A1200 and will only run at the correct speed on a A1200.

On anything faster than a bog standard 1200, only the 'snakes & ladders' game can be played. The 'doubles' game goes too fast for you to actually see what is on the cards :(

It has not been tested on any other systems.

1.4 Running Snowy

Getting Started...

Double-clicking on Snowy's icon brings up the title screen.
Clicking the mouse button brings you to the main menu.

To select one of the two activities you must use the joystick to position the funny snowman character outside one of the doors to one of the houses.

If you are outside the right door, pressing fire on the joystick will start the selected activity.

The actual games are played with the mouse...

Snakes & Ladders - addition game

To play the snakes & ladders game, you must enter the house with the picture of numbers above the door.

The game is very easy to play.

You play against the computer, taking it in turns to roll the dice to see how many steps along the board that you will move.

Upon clicking on the dice you will be presented with a sum to do.
To move your piece on the board, you have get this sum right!!

Remember, the first one to the end wins!!

When you have finished playing, click on the exit sign to go back to the main menu.

Doubles - memory game

Have you ever played the card game where you take it in turns to turn over two cards and tried to get a pair?

If you have, you'll see that this game is exactly the same.

You have to play against the computer, taking it in turns to try and match two cards by trying to remember the places of any cards that have been turned over so far.

If you match a pair, you get a point and the cards are taken off the board. If the two cards you turn over are different, you have only a short amount of time to memorise them before they are turned back over again!!

The winner is the one who has the most number of points when all the pairs have been found!!

1.5 DISCLAIMER

No responsibility by the author is taken for any damage this software may cause to your system.

1.6 Distribution

This software is freely distributable provided the archive is left intact. No files may be changed or deleted or added to the archive.

1.7 Credits...

Software

Programming: John Knight
Graphics: John Knight
Sound FX: John Knight

Music: Steven Gane

Concept: John Knight
Design: John Knight

Documentation: Conor Kerr
Aminet Preparation: Conor Kerr
(Icons/Scripts)

E-Mail Contacts

John Knight se95jk@dmu.ac.uk

Conor Kerr ck@mystcorp.u-net.com
