

Slam!

Version 1.0

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Overview

Slam! is an "air hockey" game. You play against a computer opponent with adjustable quickness and aggressiveness.

To start playing, click anywhere on the table with the left mouse button. This "grabs" your paddle, and the cursor disappears. To let go of the paddle and restore the cursor, click the left mouse button again.

The game ends when one side gets 11 points.

If you would like to quit the current game and start a new one, select New under the Game menu.

If you don't like the colors, you can change them. At any time while the cursor is visible (i.e. you are not "holding" your paddle), position the cursor over the part of the table whose color you want to change, and click the right mouse button. The standard Windows "color picker" dialog box will appear, allowing you to choose the color you desire. All changes you make will be automatically saved for future sessions.

Game Options

Opponent

This menu selection brings up a dialog box containing the current quickness and aggressiveness settings of the computer opponent. Each can be set to a number between 1 and 100 inclusive.

A lower aggressiveness setting causes the computer opponent to protect its goal more and "go after" the puck less. Setting the aggressiveness higher causes the computer to abandon the defense of its goal more often to go on the attack.

The quickness setting determines how fast the computer can react to things happening on the table. A low number will make the computer sluggish and more apt to miss the puck.

View Angle

This menu selection brings up a dialog box in which you can set the "table angle". When set to 0, you are looking at the table edge-on (not a good idea!). At 90 degrees you are looking straight down at the table from above. The angle can be set from 0 to 90 degrees inclusive.

Colors

This brings up a dialog box that allows you to set the table, puck, and paddle colors to their default values for either a color or monochrome screen.

Sound

Select this menu item to enable or disable sound effects. When sound is enabled, a check mark will appear next to Sound in the Options menu. Note that this menu item will be greyed out if your computer does not have the appropriate sound hardware or Windows driver support.

Other Information

If you would like to write to me with suggestions or problem reports, you can write to me at:

Robert Epps
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Or, send EMAIL to one of the following:

CompuServe: 72560,3353
GEnie: R.EPPS
America Online: RobertE49
Prodigy: GPKT94A

Things I'm planning for future versions:

1. Network multi-player support. I was hoping to have this feature done for the initial release, but it's proving to be more difficult than anticipated, mainly due to the quirkiness of network communications (messages often take ALOT longer to get to their destination than what would seem reasonable!).
2. Computer opponent "personalities". I plan to create more opponent attributes, and allow you to save each computer opponent's profile with a name. So when you want a liesurely game you can play against "Nerdy Ernie", and when it's time for some fiery action you can go up against "Killer Charlie". I'm also looking into ways to make the computer opponent learn as it plays.
3. Optional obstacles on the table, such as bumpers and moving barriers.
4. More and better sound effects.

If you wish to remove the game from your system, simply delete the game files that you extracted from the ZIP file (or copied from the disk), and the WSLAM.INI file in the Windows directory.

