

Gremlin Documentation

Using the Tuning Window

- Touch the screen with five fingers at the same time while the game is running to open the tuning window.
- Once it's open, press *Next page* and *Previous page* to cycle through pages.
- To close the tuning window and to continue playing with the current settings, hit the *Save* button.

Page 1: Settings Slots

All tuning parameters are saved in a *settings slot*. This allows keeping several copies of tuning parameters.

The slots are saved as files in the iPhone app. In case a certain set of tuning parameters breaks the prototype, the app should be reinstalled.

Number of settings slots

The number of available slots.

Active slot index

The index of the currently active slot (zero-based). If this is changed, the tuning parameters from the previous slot are saved, and the ones from the new slot are loaded.



Other Pages: Tuning Parameters

Gameplay and Input Setting

Previous page Gameplay and Input Settings (2/11) Next page

Maximum flick distance (px) 150

Tap radius (px) 60

Lives at start < 3 >

Ship can be destroyed off

Zeppelins explode after max movement off

Zoom out while moving (experimental) on

Enable bombs on

Max number of bombs < 5 >

Save

Minimum Difficulty Settings

The minimum and maximum difficulty settings pages can be used to tune difficulty progression. The minimum difficulty settings are used in the beginning of the game (when the players' score is 0). The maximum difficulty settings are used when the maximum difficulty score is reached. To disable difficulty progression, the minimum and maximum difficulty settings can be set to the same values.

Previous page Minimum Difficulty Settings (3/11) Next page

Min ship speed 5

Max ship speed 15

Ship spawn rate [0,1] 1

Save

Maximum Difficulty Settings

Max difficulty score

The score at which the maximum difficulty settings are applied. Below this score, the difficulty settings are interpolated between the minimum and maximum settings.

Previous page Maximum Difficulty Settings (4/11) Next page

Max difficulty score	200
Zeppelin spawn rate	0.4
Min ship speed	40
Max ship speed	70
Ship spawn rate [0,1]	0.5
Save	

The screenshot shows a settings menu titled 'Maximum Difficulty Settings (4/11)'. It features five adjustable settings, each with a corresponding input field: 'Max difficulty score' (200), 'Zeppelin spawn rate' (0.4), 'Min ship speed' (40), 'Max ship speed' (70), and 'Ship spawn rate [0,1]' (0.5). A 'Save' button is located at the bottom right. The background is a dark blue sky with stylized clouds and several zeppelins in blue and yellow.

Gremlin Settings

Horizontal drag

Factor that determines the horizontal deceleration of the gremlin due to friction with the air.

Previous page Gremlin Settings (5/11) Next page

Width (px)	32
Height (px)	32
Gravity (px/s^2)	200
Max speed (px/s)	250
Starting altitude	500
Min air control speed boost	20
Max air control speed boost	100
Max jump range	140
Horizontal drag	1
Save	

The screenshot shows a settings menu titled 'Gremlin Settings (5/11)'. It features nine adjustable settings, each with a corresponding input field: 'Width (px)' (32), 'Height (px)' (32), 'Gravity (px/s^2)' (200), 'Max speed (px/s)' (250), 'Starting altitude' (500), 'Min air control speed boost' (20), 'Max air control speed boost' (100), 'Max jump range' (140), and 'Horizontal drag' (1). A 'Save' button is located at the bottom right. The background is a dark blue sky with stylized clouds and several zeppelins in blue and yellow.

General Zeppelin Settings

Control factor

The higher this factor the more controllable a zeppelin is. Before increasing the speed of a zeppelin with a flick its previous speed is divided by this factor.



General Zeppelin Settings (6/11)

Previous page Next page

Score for zeppelins < 1 >

Width (px) 40

Height (px) 34

Maximum speed (px/s) 200

Deceleration 150

Control factor 1

Min speed boost (px/s) 50

Max speed boost (px/s) 200

Save

The image shows a settings menu for 'General Zeppelin Settings' (6/11). It features a blue background with a pattern of yellow and blue zeppelins. The settings are listed on the left, and their values are entered in text boxes on the right. The 'Control factor' is set to 1. A 'Save' button is at the bottom right.

Zeppelin Behaviour Settings



Zeppelin Behaviour Settings (7/11)

Previous page Next page

Min time between movements (s) 1

Max time between movements (s) 5

Move speed (px/s) 25

Roaming area size 125

Save

The image shows a settings menu for 'Zeppelin Behaviour Settings' (7/11). It features a blue background with a pattern of yellow and blue zeppelins. The settings are listed on the left, and their values are entered in text boxes on the right. The 'Move speed' is set to 25. A 'Save' button is at the bottom right.

Zeppelin Spawn Settings

Zeppelin type weights

Relative weight of the occurrence of the different types of zeppelin.

Previous page

Zeppelin Spawn Settings (8/11)

Next page

Horizontal type weight	<input type="text" value="1"/>
Vertical type weight	<input type="text" value="1"/>
Backslash type weight	<input type="text" value="1"/>
Slash type weight	<input type="text" value="1"/>
Cross type weight	<input type="text" value="1"/>
Diagonal cross type weight	<input type="text" value="1"/>

Save

Zeppelin Parts Settings

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Zeppelin Parts Settings (9/11)

Next page

Life time (s)	<input type="text" value="2"/>
Initial speed (px/s)	<input type="text" value="200"/>
Deceleration (ps/s^2)	<input type="text" value="50"/>
Size (px)	<input type="text" value="20"/>

Save

Ship Settings

Previous page

Ship Settings (10/11)

Next page

Score for ships	< 0 >
Width	60
Height	45
Cannon velocity boost	400
Cannon charge time	2
Min ships per area	< 1 >
Max ships per area	< 3 >
Area width	500
Area height	50
Ship spacing	20
Save	

Combo Rating Settings

Previous page

Combo Rating Settings (11/11)

Combo rating 1 text	Nice
Combo rating 1 min count	< 1 >
Combo rating 2 text	Good
Combo rating 2 min count	< 2 >
Combo rating 3 text	Great
Combo rating 3 min count	< 3 >
Combo rating 4 text	Amazing
Combo rating 4 min count	< 4 >
Combo rating 5 text	Excellent !!!
Combo rating 5 min count	< 5 >
Save	