# **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 trough 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.

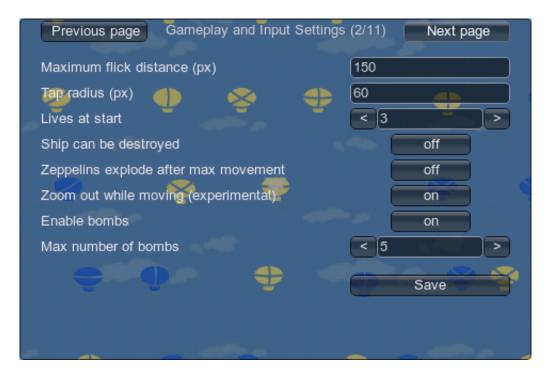
#### **Active slot index**

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**



#### **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.



#### 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.



### **Gremlin Settings**

#### Horizontal drag

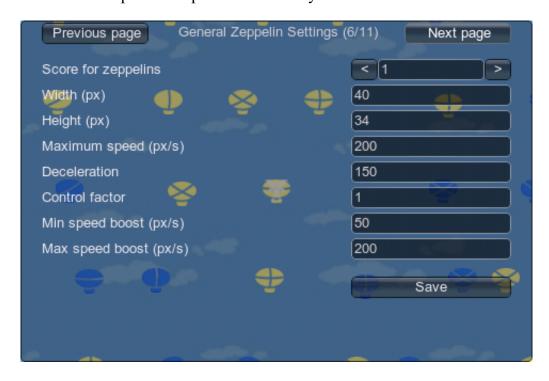
Factor that determines the horizontal deceleration of the gremlin due to friction with the air.



### **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.



### **Zeppelin Behaviour Settings**



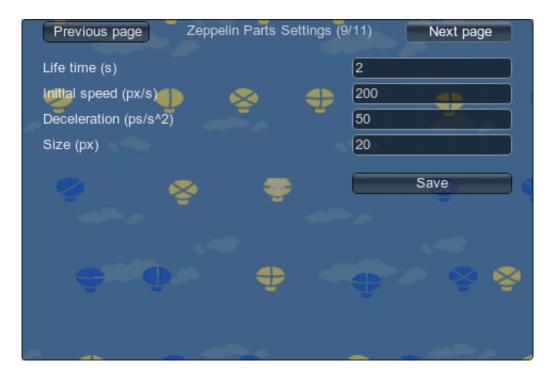
### **Zeppelin Spawn Settings**

#### **Zeppelin type weights**

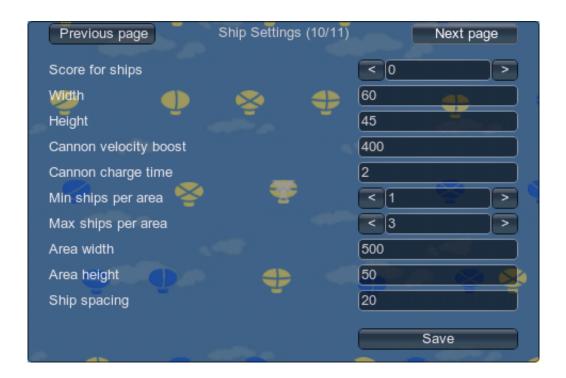
Relative weight of the occurence of the different types of zeppelin.



### **Zeppelin Parts Settings**



**Ship Settings** 



### **Combo Rating Settings**

