





SKYLINE  
SHOOTER



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Our group has created an arcade game for today's presentation. It is called " SKYLINE SHOOTER "

[https://github.com/07MNasrullah/Skyline\\_Shooter](https://github.com/07MNasrullah/Skyline_Shooter)

This game is about defeating enemy up to level three. This game also has a button that give us protection. This game also has a rapid fire gun



# SKYLINE SHOOTER

# Skyline shooter Game



DEFINITION :  
a subgenre of  
shooters where the  
player may move left  
or right around the  
screen, typically  
firing straight  
forward.

*Why we choose to make it:*

1. Shooter games test the  
player's spatial awareness,  
reflexes, and speed .

Why ??

2. It's hard:

Aiming is painful, and the  
brain wants to master it  
and wants it more.

Why ?

3. Engagement and Excitement:  
Shooting games often provide  
fast-paced, adrenaline-  
pumping action that keeps  
players engaged. The  
immediate feedback from  
shooting mechanics, such as  
sound effects and visual  
cues, can be very satisfying



# Challenges & Ways we overcome

The challenging part is we unable to change the background in game and we overcome by referring to youtube to see the tutorial.

Secondly the coding was also quite hard And we use a bit of (AI) artificial intelligence.

Thirdly adding details also little challenging for us to find the image and sound effect.

1

2

3



# *If there was*

# *More time...*

1. Make the game become more difficult
2. The time to design the game and the 3d models
3. Animate a design
4. Add a final boss for the game
5. Add another level



Thank You for  
your  
eyes and ears