





SKYLINE
SHOOTER



Nasrullah :
-Leader
-Coder



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-Evaluator
-Presenter



Group
members

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

https://github.com/07MNasrullah/Skyline_Shooter

Slogan : "Defend, shoot, and conquer the skyline!"



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 ??

Why we choose to make it:

- **Defend** highlights the protective aspect of the game, emphasizing the need for the player's shield and strategy.
- **Shoot** focuses on action-packed shooting mechanics.
- **Conquer** implies overcoming challenges and achieving victory.
- **The skyline** establishes the game's setting and visual theme.



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 background sound.

1

2

3



If there was

More time...

1. Add cooler graphics and animations
2. Include more exciting power-ups
3. Create harder levels over time
4. Add multiplayer for more fun
5. Make the game story better



Thank you so much for your eyes and ears

Please make a
FEEDBACK :



SCAN ME