

COMP30540 "Game Development"

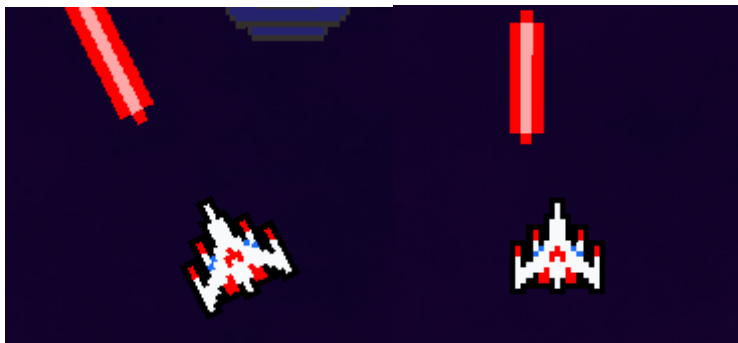
1st Game Programming Assignment

Jiaheng Guo

20210848

1. Achievement

- (1) Modified the game mode so that the player can turn to any angle and fire bullets at any angle. The image of the bullet also rotates according to the different angles of the player.



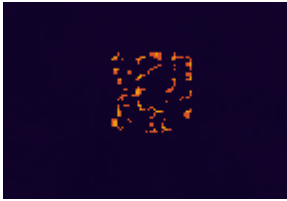
- (2) Added range limit for bullets.
- (3) Have a moving background.
- (4) There can be two players. Each player has their own health display, picking up the health dropped by the enemy can replenish the health and upgrade the weapon.



- (5) Game difficulty that increases with score (Change every 20 scores).



(6) After the enemy dies, there will be an explosion animation.



(7) Enemies follow the closest player.

2. Game Event

(1) Game control

Player1:

'W' Move forward

'A' Turn left

'S' Move backward

'D' Turn right

'Space' Fire

Player2:

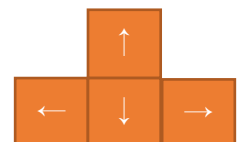
'up' Move forward

'left' Turn left

'down' Move backward

'right' Turn right

'Enter' Fire



(2) Game mode

(1) Players control planes to attack alien spaceships.

(2) The enemy's ship has a chance to drop hearts upon death, which will increase the player's health when picked up.

(3) The player's weapon will be upgraded when the health is reach to 4/6.

(4) The enemy's speed and health will increase with the score, and the difficulty will be displayed in the upper right corner. The Boss will appear when the sixth stage is reached. After defeating, the game ends and the player wins.

3. Source of Image

<http://pixelartmaker.com/gallery?after=413983>

<https://www.shutterstock.com>

<http://pixelartmaker.com/gallery?after=646804>