

SPACE SHOOTER

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Introduction

Space Shooter is the 2D game designed by using SDL and C++. It is specially targeted for children between the age of 8 - 12 years. Main goal of this is to make children busy and challenge themselves to beat their high own scores.

Overview

Gest of this game is to kill as many alien craft as one can. Hero of the game is a leader of emerging space defense task force whose mission is to keep their civilians safe from aliens. Children between age of 8 -12 are main target audience but adults can also try it.

GamePlay

Once start game their will be aliens craft showing up from different direction, since hero is the leader of task force and his priority is to destroy as many alien craft he can by using his special craft equipped with high intensity laser gun . There will be asteroids floating around which characters need to avoid else spaceship will be destroyed. Health of hero will be reduced if he e collide, hit with space carf or asteroid and eventually die when health is zero.

Game Mockup

For game makeup I am thinking it will have main windows with Game Title, menu (Play, Instruction, Exit). Actual game screen. Player also see the instructions for game. And game over windows when hero dies.

I am also thinking of using Scoreboard just underneath title but its work on progress.

Picture below gives some ideas about the game.

Here is what i did upto now.

Game title and menu on the screen;



My git link: https://github.com/Aakashbist/Game_Shoot