

BONUS GAME  
CMPN201-FALL 2019

# SPACE SHAPES

SUBMITTED TO  
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SORADI

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Credit Hours system - (CCE-C)

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# PROJECT OVERVIEW

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## DESCRIPTION OF THE GAME SCENARIO

The player controls the ALIEN character at the bottom of the screen which can move right (using the right arrow), left (left arrow) and shoot a bullet (up arrow), a moving UFO at the top of the screen drops the basic shapes (Square, Circle, Rectangle and Triangle) .

The required shape is written at the top left of the screen and this required shape changes with time

The idea of the game is that the player should try to shoot the required shape before it changes or falls. So the competition is that he needs to identify the shape and shoot it as fast as possible before it changes. He also needs to shoot his bullet wisely because, he can't shoot another one till his previous bullet reaches the top or clashes with a shape. If he shoots the right shape he gets a point otherwise, he loses a life

## WHY THIS GAME?

When I was child, I learned the shapes in the conventional "paper and pencil" way and I wished if I could learn it in a more simple and exciting way.

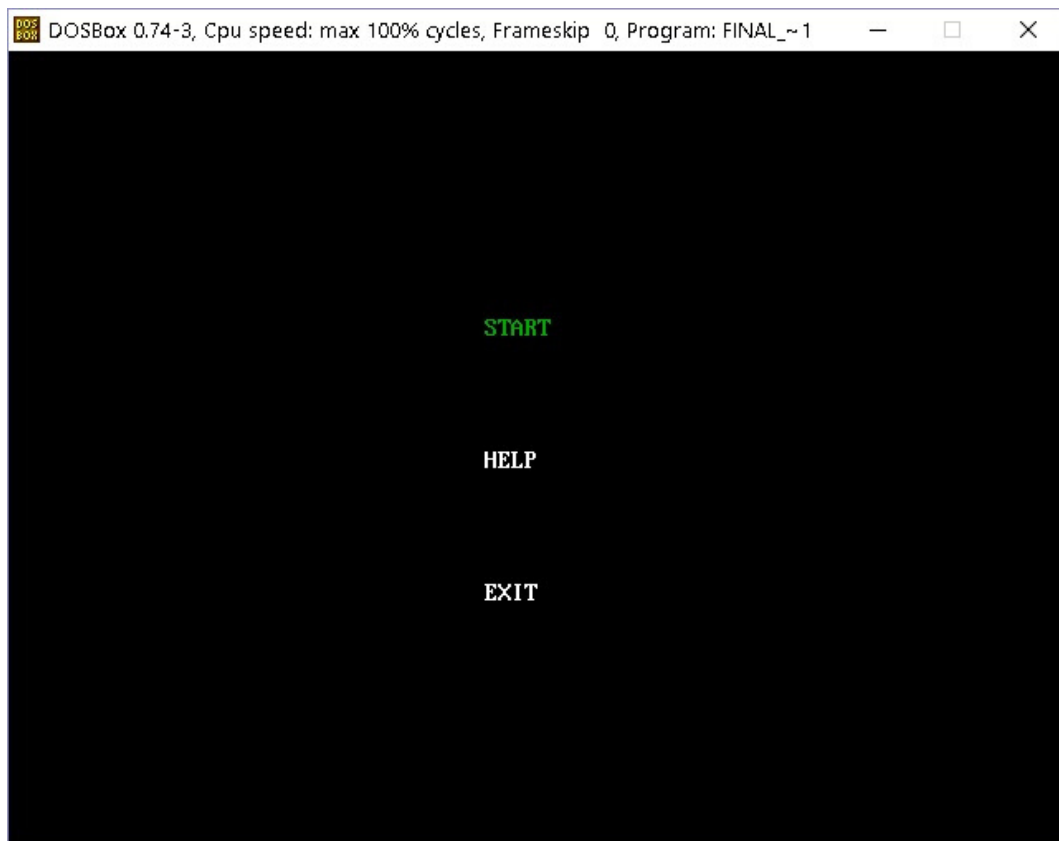
That's why I decided to create this bonus game to teach children the shapes in an interesting method as he shoots the required shape instead of learning shapes by repetition and writing them hundreds of times at school.

## NOTES

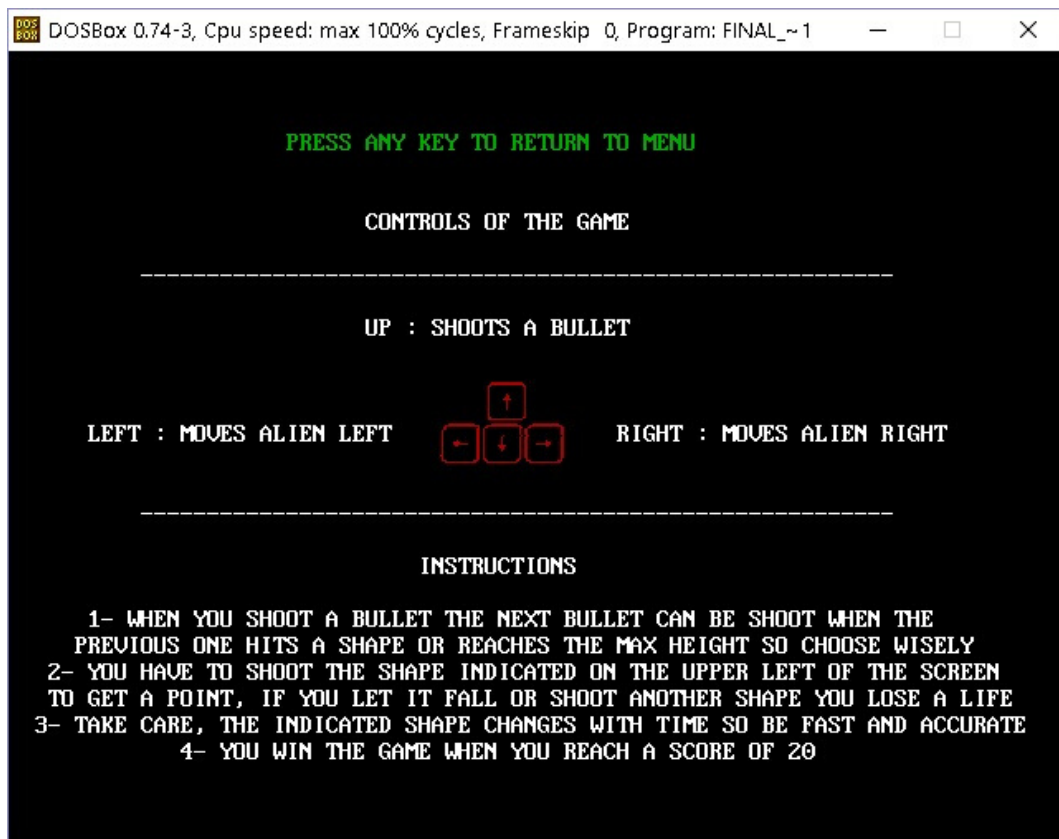
All of the code is written by me from scratch.

I didn't use any online resource except the website ([decode.fr/binary-image](https://decode.fr/binary-image)) to transform jpg images to binary and I looped manually on the binary bits and exchanged them with the colors I wanted for my game characters.

## SCREEN SHOTS OF THE GAME



### Main Menu



### Help Menu

## SCREEN SHOTS OF THE GAME



Game Screenshot

THANK  
YOU,



CAN'T STOP PLAYING  
THIS GAME

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