

## **HMS TRUMP Game**

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### **Changes**

Instead of keeping it a Space Game, I changed it into a war game where the ship HMS Trump has to survive an attack from Kim Jung Un. The Goal is essentially the same with space invaders, shoot as many missiles/nukes as you can before dying and try and set a new highest score.

I added the nuke which would explode when it reaches sea level since having just the missiles would be boring. I also added the bonus ammunition drop, which when collected by the player's ship would allow him to use both guns on the ship.

I made all the textures except for the background, Trump's Face, and the US Flag, not the best art work but will do.

Also changed the background music while playing to the national anthem of USA just to hype up the player.

### **Game Mechanics**

The missiles work in waves, once one wave has been annihilated, another wave begins with one more layer. I was thinking of keeping the same amount and speeding it up, but I found it too easy, you would have to increase the speed significantly and it becomes unplayable at a faster rate.

The nuke works in waves as well, but it speeds up rather than adding another one. The nuke is fairly slow in general so I decided to do it this way since adding another nuke would actually make the game unplayable at a faster rate.

The ammunition drop can also be shot down, so the player has to be careful. This and the falling nuke and the random movement of the missiles should hopefully keep the player's attention as this would require some multitasking.

I made the game difficult enough that getting the bonus ammunition is almost a necessity which adds to hopefully the tension while playing.