**Final Project - Clear Pictures Internship**

**Team: Chaotic Astronauts**

**Team Members:**

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**Game Name:**

**Kaw..**

**Download Link:**

<https://drive.google.com/drive/folders/1l6_oU81PmbOvQLoRsGyLu16cOFq3-WbK?usp=sharing>

Story Setting:

Our beloved earth’s existence is being threatened by a hurdling asteroid that cannot be avoided. Humanity’s greatest minds have combined their intellective prowess in order to think up a solution, and what a creative solution they thought of! Let’s send a cow to space to destroy the astronaut.

After some arduous training that only few cows could sustain, the most fit cow was chosen to be earth’s saviour. It was named Kaw.

Donning its immaculate spacesuit, it heads to outer space, carrying all of humanity’s – and potentially every living being on earth’s – hopes on its shoulders. It heads out not knowing whether it will survive or not, but it cares not, for it is ready to sacrifice its honourable soul for the continuity of life on earth.

Kaw successfully eliminates the imminent threat approaching earth. However, earth has so little time to celebrate, as it is quickly faced by another unexpected adversary, Kaw!

Game Mechanics:

· A score system (or Kaw exp level).

· Kaw weapon upgrades when passing certain scores, and also changing appearance of Kaw.

· Alien enemies.

· Gun controller.

· Health system.

· Celestial bodies destruction.

· Spawning system (to spawn aliens that protect their planets / spawn debris upon destruction of planets)

· Collection of Shiny looking stones?

TODO list:

* Display Score and next weapon. **(polishing)** *(Done)*
* Radar (minimap) showing objectives. *(Done)*
* Map layout (level design) and clear objectives. *(Done)*
  + Planet assembly,
  + Organising level events and objectives,
* Asteroids onCollision make an impact with the player and push him away, reducing his health and moving onwards to earth. *(Done)*
* ~~Timer for some events (like when an alien invasion will happen / how much time left till the invasion ends).~~ **~~(polishing)~~**
* Limit Number of Asteroids hitting earth. *(Done)*
* Respawning. *(Done)*
* UI dialogue box. *(Done)*
* Level / Story Sequence *(Done)*
* Open borders *(Done)*
* More weapons *(Done)*
* ~~Show objectives on minimap, even if they’re out of scope~~
* Fine-tuning enemy *(Done)*
* Regions *(Done)*
* Camera Shake *(Done)*
* ~~Earth gets stronger by time~~
* Shiny Stones *(Done)*
* *~~Getting burned when getting near the sun~~*
* Audio *(Done)*
* Transitioning between scenes *(Done)*

New Scenario as follow:

Kaw tries to protect earth from asteroids later Human REFUSE/Failed to return the Kaw back to its home so time for REVENGE. Kaw destroys the rest of planets in the solar system and at each planet there will be two types of enemies: Humans as well as planet protectors and the kaw has to survive the protectors and humans and try to destroy the planet, and further onto the next planets.

Weapons: [Damage/Number of bullets] (Score)

1. Nuke [250/1] (>10000)
2. Laser (>5000)
3. Rocket [20/4] (>3500)
4. Bomb [25/2] (>2000)
5. Spaceship Bullet [10/3](>1000)
6. Shuriken [10/2] (>400)
7. Knife [8/1] (>100)
8. Arrow [3/1]