**Final Project**

**Team: Chaotic Astronauts**

**Team Members:**

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**Game Name:**

**Kaw..**

Story Setting:  
 Our beloved earth’s existence is being threatened by a hurdling astronaut that cannot be avoided. Humanity’s greatest minds have combined their intellective prowess in order to think up of 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 honorable 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?