CSE 4202

PROJECT OUTLINE

SPACE SHOOTER

**LAB GROUP: D**

**PREPARED BY:**

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THEME

The theme of the game is to fly a spacecraft through space and shoot the enemies that come in your way. Killing each enemy gives points to the player. The game created in endless mode. The objective is to survive through as many enemies as possible. The more points the player earns, the higher he ranks in the leaderboard. Each time, the player will get five lives. After the end of these five lives, the game will be over.

FUNCTIONALITIES

The game will start with an interactive menu. As the game goes on, it will calculate the scores of the player which will be displayed on the console. It will also display the health of the player as he collides with the enemies. The game will have a leaderboard that will keep record of the highest scores made by the players. The player will also have options to select levels. These separate levels will have separate backgrounds and separate enemies which will enhance the gaming experience.

RESOURCES

The game has been written using basic C and C++ languages. The functions of the game including enemy movement, player movement, shooting laser beam, collision detection has been programmed using C and C++ codes. For the graphics part, we have used the header file “igraphics”. Igraphics is a custom header file that can be downloaded for free which provides a few library functions that consist of the graphics outputs. It has been used to design the player figure, enemy figures and the backgrounds. This header file crates the graphics form of our code and displays it in a separate console. It also provides us the timer function that controls the entire game in an infinite loop. The basic designs of background, player spaceship and enemy crafts have been downloaded from the internet and customized using Photoshop before including them in the game. The leaderboard, interactive menu and level options have been created using linked list. The high score leaderboard is saved on the platform using a file which is loaded each time when the game is run so the highest scores are saved.