

Comp 3064- Game Programming

Assignment 1

Copter vs Copter

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Detailed Game Description:

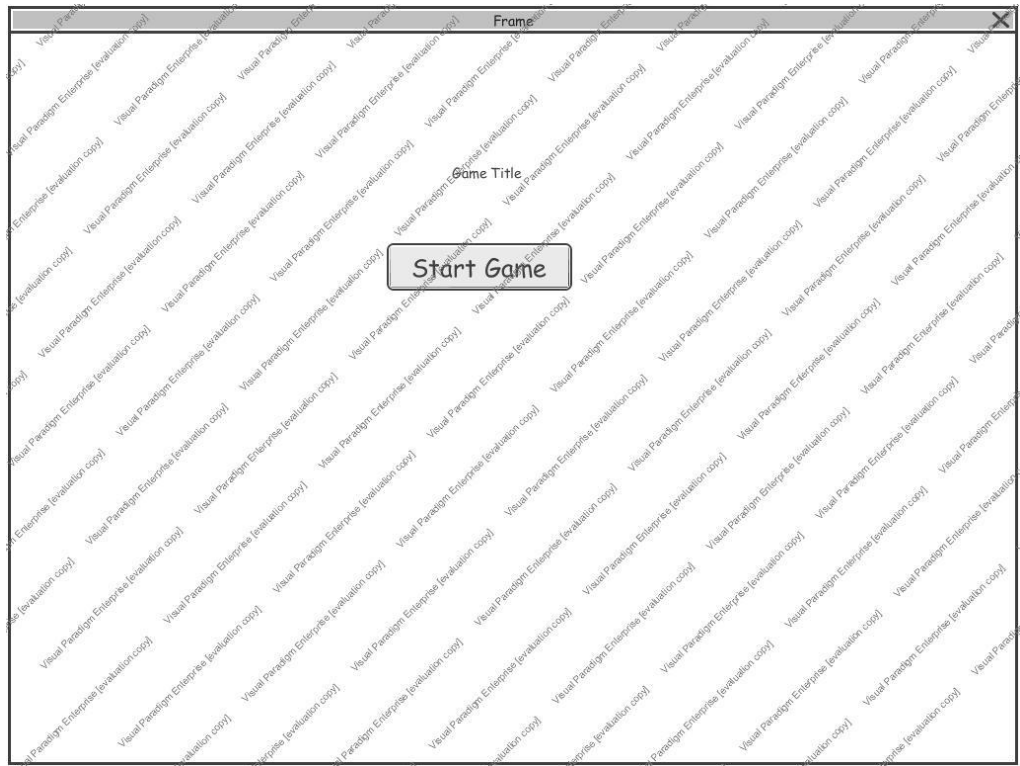
Copter vs Copter is a 2d shoot em up side scrolling game. It consist of a blue copter that is controlled by the player and he/she must go up against the yellow and orange ones if they wish to survive. Players can increase their score depending on what kind of enemy they defeat . Live for as long as you can while racking up as much points as possible.

Controls Description:

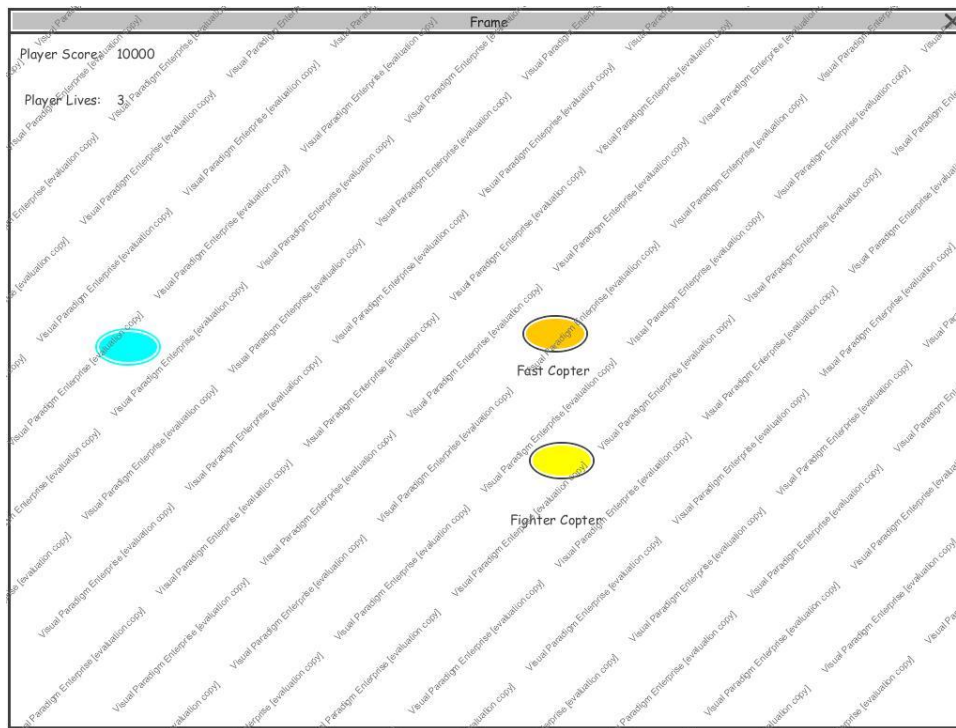
The player will use the standard WASD controls on the keyboard to move north, west, south, and east respectively.

Interface Sketch:

A: Start Screen



B: Gameplay Screen

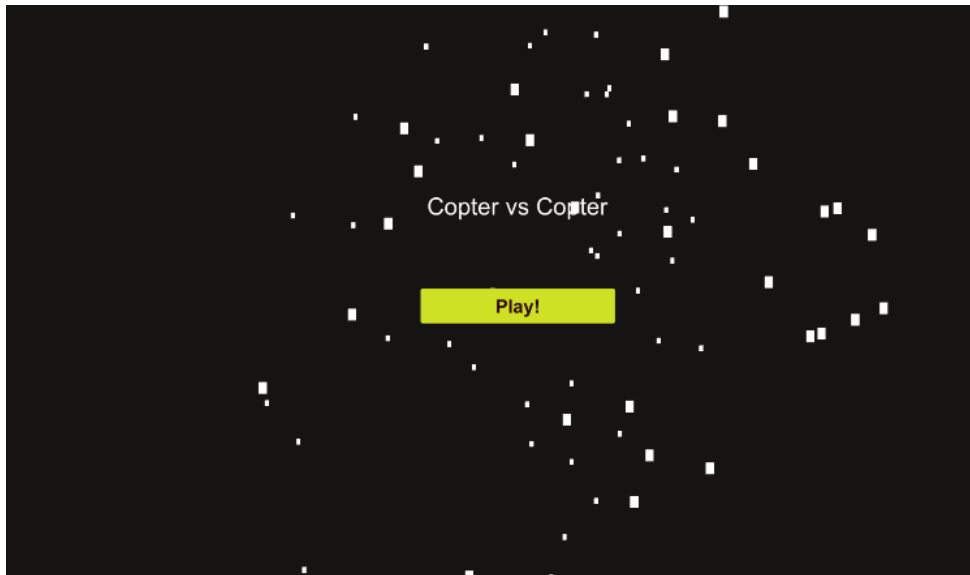


C: Game-end State

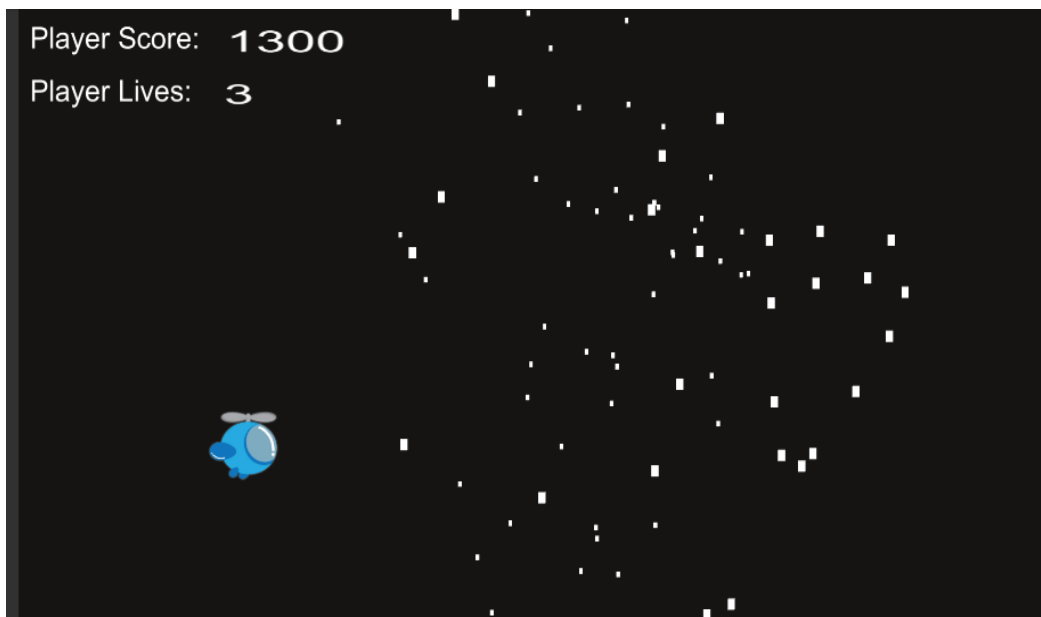


Screen Description:

Start State:



Gameplay State:



End State:



Enemies:

Fast Copter:

Fast moving enemies. Will not shoot back at the player but can still damage him/her if they collide with these copters. This enemy type will travel from the right side to the left side of the screen after spawning. This enemy will die in 2 hits from the player's bullet.

These enemies move a bit slower than the fast variant but they have the ability to shoot back at the player. They also retain the ability to damage the player when they collide against each other. This enemy also spawns the same way into the scene it will require the player to hit this enemy 5 times to kill it.

Scoring:

The player can increase their score by defeating the opposing copters. The fast orange copters are worth 200 points and the Slower but tougher yellow ones are worth 500.

Sound Index:

Main Theme: Nebula from the JDB Music adventure music pack

Art/Multimedia Index



Fast Copter (Enemy #1)



Fighter Copter (Enemy #2)



Blue Copter (Player Avatar)



Red Cross (pickup for player health)



Bullet sprite for both the player and the enemy copters.