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18 June 2013

Introduction or Programming

Our final design was very different from our initial. In the beginning, we only planned to have a basic space shooting-gallery type game. Now, the game became much more than that. Instead of focusing on gameplay the entire time, we were actually able to add a story and cut scenes to the game. In fact, this made the game even better. Now, the gameplay is not the major part of the game. However, it is still fun to play.

Our game is a space shooter. The game’s basic formula is a cut scene, a level, a boss. This is repeated three times.

Initially, we had only one type of enemy, a space lobster. Now we also have a space squid and a space snail. Not only that, they also have completely different attacks. The lobster shoots high damage lasers, the snail shoots lower damage slime that covers your screen, and the squid does no damage but covers your entire screen.

Also, initially, we didn’t think the player would have anything more than health. Now, the player has shields that protect him from attacks and a cool-down on his bullets. This makes the gameplay much more interesting and adds a more intense challenge.

While it does have a great challenge, that is unfortunately overshadowed by the fact that you cannot die. This is due in part by the amount of time we had to work on the game. We planned on adding that feature at the end, but we were not able to. This is because we underestimated how much time it would take to complete it. We would have the player restart at the level he was on but restarting a level requires a lot of code. Regardless, the game is definitely fun and worth playing for the interesting story.

If we had more time on the game, we would have made several more improvements. First, we would add functionality to the “controls” section of the main title screen. Also, we would have made the transitions to the first cut scene better. In addition we would have improved the enemy AI. Finally, we would make the bosses more interesting and added more enemies. Overall, we are very proud of the results and would love to do something like this again.