**NEW PROJECT – Space Shooter**

We decided to change our project idea for several reasons. First, the head soccer game was more difficult to create than we expected. Also, while making the basic physics, we already encountered problems with having more than 3 key presses at a time (even with BlackBox). Also, it is difficult having 2 people using 1 keyboard when each person needs to use 5 keys.

Instead, we will be creating a shooting gallery – type game. It will be similar to duck hunt. You are looking through your player in the first person and you control the cursor one the screen with the mouse. You press the left mouse button to fire. There will be enemies that appear on the screen. In order to advance you must encounter and defeat the enemies on the screen (you can miss some of them). The theme is space and u will control either a human or a spaceship and you will be shooting at other spaceships or aliens.

If the player takes too long to shoot the aliens then the player will lose health. Losing all your health will result in a loss. The enemies will appear to get closer to the player as time goes by. We are considering adding scenery that also gets closer in order to emulate a forward moving motion.

Roles\*:  
Programmer - D.Colom   
UI/Graphics - O.Kulchytsky  
QA - N. Lelchitsky, R. Mega  
Project Management - A. Drori  
  
\*We plan on everyone doing a little of something, but specializing in their own roles. So Nick and Rob are quality testers, but Nick is also making the score, and Alon is making music

**ORIGINAL PROJECT – Head Soccer**

We will be creating a game of pong soccer in which each player controls a character and jumps around the screen in order to hit the ball and score in the other player's net. The net will be defined as an area below a certain point on the screen and across the goal line, which will be made slightly inwards from the edges of the screen. The ball will follow standard rules of physics, and will bounce like it would in real life when hit by a character. The game will be one minute long each time, and whoever has more goals by the end of one minute wins.  
  
The idea for this game came from a popular iPhone app called Head Soccer. It is a very fun and simple multiplayer game, so we challenged ourselves to make a simplified version. The audience for our game is anyone who likes quick and simple games to play with whoever is with you.  
  
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QA - N. Lelchitsky, R. Mega  
Project Management - A. Drori  
  
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