Document about Space Invaders

# Player

-player can control a elite ship, that ship will follow cursor position

-use mouse to build AI ships and turrets

-shoot bullets to kill enemies

-pick up items

# Enemy

## Enemy stats

-About shooting bullet:

Enemy’s bullets in battlefield are limited to **50**, and they cannot shoot if the number of bullets exceeds **50.** Boss’s bullets are put in separate queue.

-Some common attack methods :

+Straight line

+Laser

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Health | Damage | Moving speed | Attack method | | Score | Other abilities |
| Grey ship | 170 | 100 |  | Straight line | 30 | |  |
| Green ship | 300 | 150 |  | Straight line | 45 | |  |
| Blue ship | 600 | 200 |  | Straight line | 75 | |  |
| Violet ship | 1000 | 250 |  | Straight line | 240 | |  |
| Red ship | 1700 | 350 |  | Straight line | 480 | |  |
| Yellow ship | 3000 | 350 |  | Straight line | 900 | |  |
| Rainbow ship | Random in range(600, 3500) | Random in range(150, 400) |  | Straight line | Random in range(300, 800) | |  |
| Big Father | 6000 | 400 |  | -Shoot three bullets in same time, in three directions | 2200 | | -Don’t attack player base  -Move around x-axis to attack player  -Spawn three enemies (including non-ability enemies) |
| Small UFO |  |  |  | Laser |  | | -Shoot laser |

# Active skills

Akkainakin’s shield : protect ships and turrets from bullet in few seconds

Death button : throw a nuclear that deal a large damage to enemies

# AI turrets system

Description : player can build turret and spaceships controlled by computers to defend enemies

Turrets:

# Items system

Pernament items : fragments such as cogs, wheels, bolts ; bluesprints

-They can be found by killing enemies

-Used for:

+Assemble skin ship

+Unlock new gun

+Unlock new AI turret

+Unlock new skills

Campain items: they are only used in specific campaign and purpose to:

-They are:

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