

## Basic Gameplay

- PC based web app (Future mobile responsive)
- Players can gain points by killing other enemies
- The CarrierShips drop items that players can collect. Possible dropped items:
  - Weapon: upgrades laser level (max lvl 6)
  - Shield: player immune to dmg for 4 seconds
  - Life: player gains an extra life (max 5 lifes)
- When they player receives a hit it respawns in the bottom center of the screen in shield mode for 3 seconds
- All enemies have a different color/shape and Al functionalities
- The player movement is in al 4 directions
- The game currently has 8 levels (from which one is a Boss and one is infinite spawn)

#### Gameflow

- 1. User visits the website
- 2. He receives a form to add a nickname.
- 3. He are redirected to the main menu where receives a greetings message and can click a button turn the sound on/off.
- 4. He can click another button to join the battlefield
- 5. User kills enemies and collects points or upgrades in order to advance to higher levels.
- Current structure:

Level o: o-1000 points

Level 1: > 1000 points

Level 2: > 2500 points

Level 3: > 5000 points

Level 4: > 7000 points

Level 5: > 10000 points

Level Boss: > 150000 points

Level Infinite: unlock after killing the Boss

### Scenes

Get a form to request a nickname

- 1. Boot
- 2. Preloader
- 3. Main Menu
- 4. Game

### Extra functions

- Your score will automatically be registered when you lose all lives
- Left side-bar:
  - Showing player available lives
  - Showing current Game level
  - Showing current Laser level
- Right side-bar:
  - Showing nickname
  - Showing current user score
  - Showing the leaderboard with the first 15 highest scores of all time

# Graphics

Player

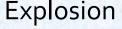


Enemies



Lasers (Player/Enemy)



















Buttons





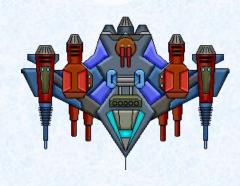


Shield:

Droppings



Boss:



### Sounds

Collect Star



Item dropped



Explosion



Button press



Laser



Button Hover



Background music



Enemy hit



## Future improvements

- Make the game playable on mobile devices
- Create new worlds with different monsters and weapons
- Add grenade functionality

# Super improvements

 Make the game multiplayer from the same PC and different PC's (sockets)

#### Credits

- Includes graphics from JS WARS by Jonas Wagner <a href="http://29a.ch/">http://29a.ch/</a>
- Thanks <u>kalface@gmail.com</u> blog: <u>http://carlosalface.blogspot.pt/</u>
- Some of the sounds in this project were created by David McKee (ViRiX) soundcloud.com/virix
- Sound On Off Images: Aaron Burke (itmatters.mobi)