2D Shooter

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INTRODUCTION:

2D shooter is a 2D single player game that play on a 1600X900 pixel window. The player controls a grey ball on that have 150 health, 5 speed, 8 reload speed, and 5 attack at the beginning, the player can move around and shoot bullets and kill the black ball, which is the enemy. The main goal in this game is to stay alive as long as possible. The longer you survive, the higher your score.

Controls:

Key Board	Function
W	**Moving Up**
A	**Moving Left**
S	**Moving Down**
D	**Moving Right**
(Left mouse button)	**Shoot**
(move cursor around)	**Aiming**

In the game:
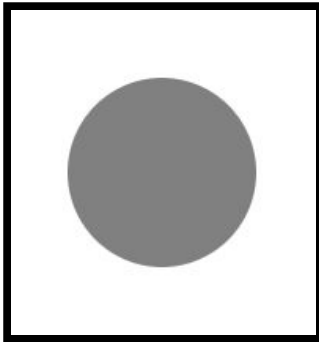
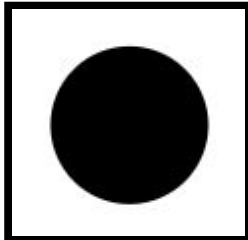**Player**

Health: 150
Attack: 5
Speed: 5
Reload Frame: 8
Radius: 30

Grey circle that can shoot many grey bullets, have very fast speed and can increase it's damage by getting bonus ball.
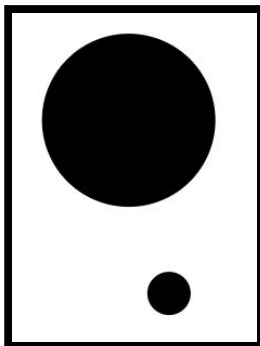
Enemy1

Health: 20
Attack: 5
Speed: 3
Reload Frame: N/A(can't shoot)
Radius: 20

Enemy that is very small in size, it will try to touch the player and attack player. They will spawn every 2 seconds, so if it didn't get killed quickly, soon there will be a group of them on the screen. Which may turn into a bad situation for player.
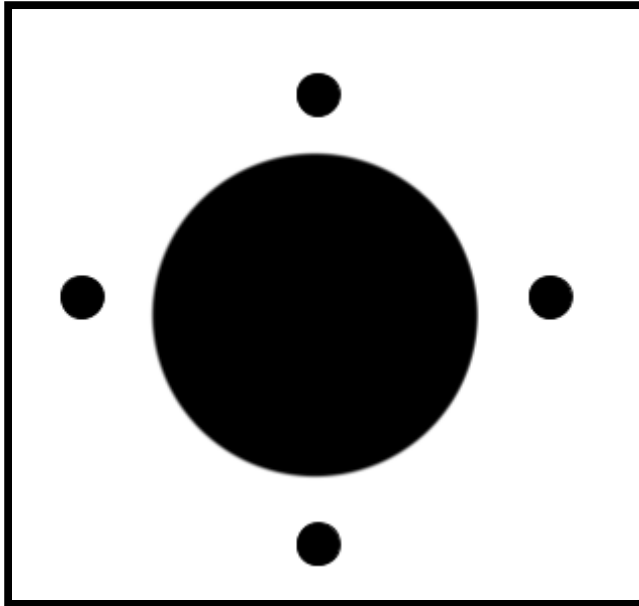
Enemy2

Health: 50
Attack: 5
Speed: 0(can't move)
Reload Frame: 20
Radius: 40

Enemy that will aim and shoot the player. It can't move after spawn but because it's aiming and shooting mechanism. If player didn't kill them quickly the bullets will become a big issue.

Enemy3

Health: 120
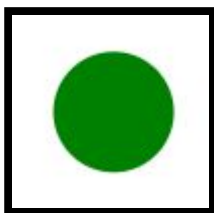**Attack: 5**
Speed: 1
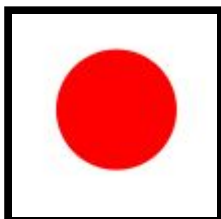**Reload Frame: 40**
Radius: 80

The largest enemy in the game, it will move horizontally on the screen and shoot bullets in four directions, spawn every 15 seconds. Because it's a large amount of health(double of the enemy2) and ways of shooting bullets, it is not easy to kill this kind of enemy and it is not very threatening. If player is too busy for other enemy we can this leave this guys for later. However, it has a 100% chance to drop a bonus ball after being killed, so the player that did not have a lot of stress for other enemy can try to kill this enemy first.
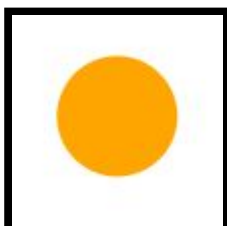
Drop:
In the game sometimes the bonus ball will drop after an enemy is killed. Collecting them can increase the ability of the play and they can help the player survive longer. The following is the bonus balls that will drop by enemy:
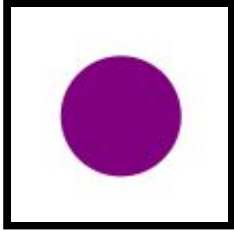
Health restore:
Restore the player's health by 100.

Attack increase:
Increase the player's attack by 3.

Speed increase:
Increase the player's speed by 1.

Shooting speed increase (decrease reload frame):
Decrease the frame that player take to reload by 1which allowed player shooting faster, the lowest reload frame is 3.

Drop rate:
Enemy 1: ⅛
Enemy 2: ¼
Enemy 3: 100%

You already know all the things you need to know to play this game…...

Enjoy the game!