IMD CA2  
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The game evaluated was a space shooter style game similar to that of asteroids.  
Instead of the player attempting to survive and destroy as many asteroids as possible to build up their score, in this rendition of the game, the player is facing against enemy ships that will chase them down and shoot at them. Every time the player kills an enemy ship they gain points with a steady increase in enemy difficulty through enemy numbers increasing over the duration of the game.

A start menu screen allowing the player to start the game or quit out. (Lee Healy)

Every time the player gets hit by an enemy ship or an enemy bullet they will take a point of damage. If they take too much damage, they will die, lose a life and respawn. (Lee Healy)  
  
The player can use the forward and backward directional buttons to move the ship in the direction of the ships front and the left and right direction buttons to rotate their ship in the respective direction. (Lee Healy)  
  
If the player tries to leave the map, they will be stopped and cannot move any further, meaning they will have to turn the ship around to continue moving. Enemy ships can move outside of the game boundary freely. (Cillian Molloy)

When the player presses the space bar, the player character will shoot a projectile that will stay in the game for several seconds before de-spawning, ensuring that there are not too many objects on screen that will slow down the game. (Cillian Molloy & Lee Healy)

Enemy ships will turn towards the player and move and shoot at them once the player is in front of them. When an enemy is destroyed they will be removed from the game an another will take its place outside the playable area and begin moving toward the player again. Enemy spawning will steadily increase over time. (Lee Healy & Cillian Molloy).

The sprites used for the game were downloaded from opengameart.org for free and imported into the project. (https://opengameart.org/content/space-shooter-redux)