

Title: Space Wars

Assignment Name: Phase 3 Report

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Comments: All art, music, and sound effects made by myself. Key press '9' restarts the game at any point.

Space Wars

Phase 3

The game is finished. All object move and have gravity applied to them. The players can also fire missiles and use the warp to teleport to a different area on screen. The new 'game changing' feature I added was a single player mode where the player scores points for destroying asteroids. I thought this was a good feature because people like to play games alone and not on the same computer at the same time. The single player mode has a higher fire rate, more missiles, and more fuel. This helped to increase the enjoyment and allowed gameplay to move faster. Other features added include the pause button and the HUDs. Both fade in and out as players get close to them. This helps with keeping important areas of the screen clear.

The development process for this portion mainly included much testing and tuning to get the features to look and perform how I wanted. It is important to note that I thought my game was harder than the other Space Wars games. This was due to the strength of my gravity. I thought gravity added an important way to how the game mechanics work and created much more difficult game play that requires skill. I like the gravity being stronger, but everyone person has different preferences. Besides testing all the features myself to get them working the way I intended, a questionnaire was sent for people to fill out. It will be included in the zip file with this document. Controls will also be prompted on screen for people without this document.

CONTROLS:

Player1:

W: thrust

A: turn left

D: turn right

S: fire missile

Ctrl: warp

Player 2:

Up arrow: thrust

Left arrow: turn left

Right arrow: turn right

Down arrow: fire missile

Shift: warp

Mechanics:

Key press 9: restart