TEMPEST Remake 'Prospero'

Controls:		Keyboard	/	Controller
Move Player clockwise	-	'A'		LeftThumbstick (Left)
Move Player counter-clockwise	-	'D'		LeftThumbstick(right)
Fire	-	'Space'		A button
Super Zapper	-	'Left Shift'		B button
Pause / Resume	-	'Enter'		Start button
Exit Game	-	'Escape'		Back button

The player must survive for as long as possible with only 3 lives. Each level will increase the number of enemies that are spawned, while every 5 levels the speed at which the enemies spawn and move are quicker.
Using the Super Zapper will kill all enemies on the screen, once per level

The only enemies are currently Spikes. They move towards the player until reaching the end of their lane. The player will die if they touch a spike that has reached the end of a lane.

Link to Gameplay video:
https://youtu.be/H09YFiJyH4g

About me:

Michael Ward
University of Windsor, Computer Science

Cover Letter:

I am submitting my application for consideration for the summer game development internship at Ubisoft. With my given skill set, experience and passion, I truly believe I would be a good addition to your team.

In my three years at triOS college I was able to familiarize myself with the process, start to finish, of making a game. This led me to my cop-op at Dev-Null studios as a junior programmer, and working as a gameplay programmer for a small indie toronto studio, piwave interactive studios, for their first game "Eclipsing Binary." These opportunities helped me grow my skills in team collaboration, verbal and written communication. Moving forward in the interest of my passion , I decided to further my education by enrolling in the computer science program at the University of Windsor in an effort to gain more of a programming background. Now in my second year, I have been able to delve deeply into developing and refining my programming skills.

I am proficient with C++, Java, and C#.

I believe I would make an excellent addition to your team. I am a hardworking, dedicated, and patient individual with a vast hunger for knowledge and practical experience within this field. I have no greater wish than to create unique, fun, groundbreaking games.

I look forward to hearing from you.

Sincerely,
Micheal Ward