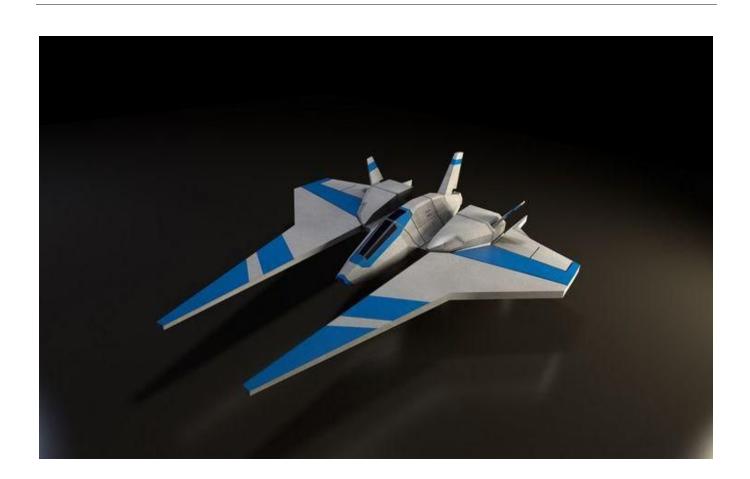Computer Engineering Department

Faculty of Engineering

Cairo University

Spaceship Graphics Game

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Team Members:

1) **Chahira Hassan Hamza**	**11417005**	**Chahira.hamza@live.com**
2) **Dina Adib Fouad**	**1142007**	**Dina962008@hotmail.com**
3) **Fady Nasser Fawzy**	**1142158**	**Fady_nasser9@hotmail.com**
4) **Rana Amr Afifi**	**1142049**	**Rana.Amr.Afifi@gmail.com**

Overview

Our game is based in space where there's a spaceship that has certain missions it has to accomplish. It runs in two modes: story mode and mission mode. The difference between the two modes is the order of which the player accesses the missions; yet, the same missions can be played in either mode. In story mode, the spaceship has to finish one mission successfully in order to be handed the following one. Meanwhile, in the mission mode, the player can choose any mission to accomplish with no specific order.

In our game, we propose two missions for the spaceship.

Mission 1: Avoid Getting Crashed

In this mission, the spaceship has to move smoothly among the meteoroids and avoid any obstacles and collisions in space that could crash the ship.

Mission 2: Fuel Crisis Race

The spaceship is running out of fuel and has essentials supplies to be delivered to another planet on time.

Specifications

- Environment: Space.
- Models: Spaceship, Meteoroids, Fuel Boxes, Light Tunnel, Black Hole, Planets.