

Touhou Project Game

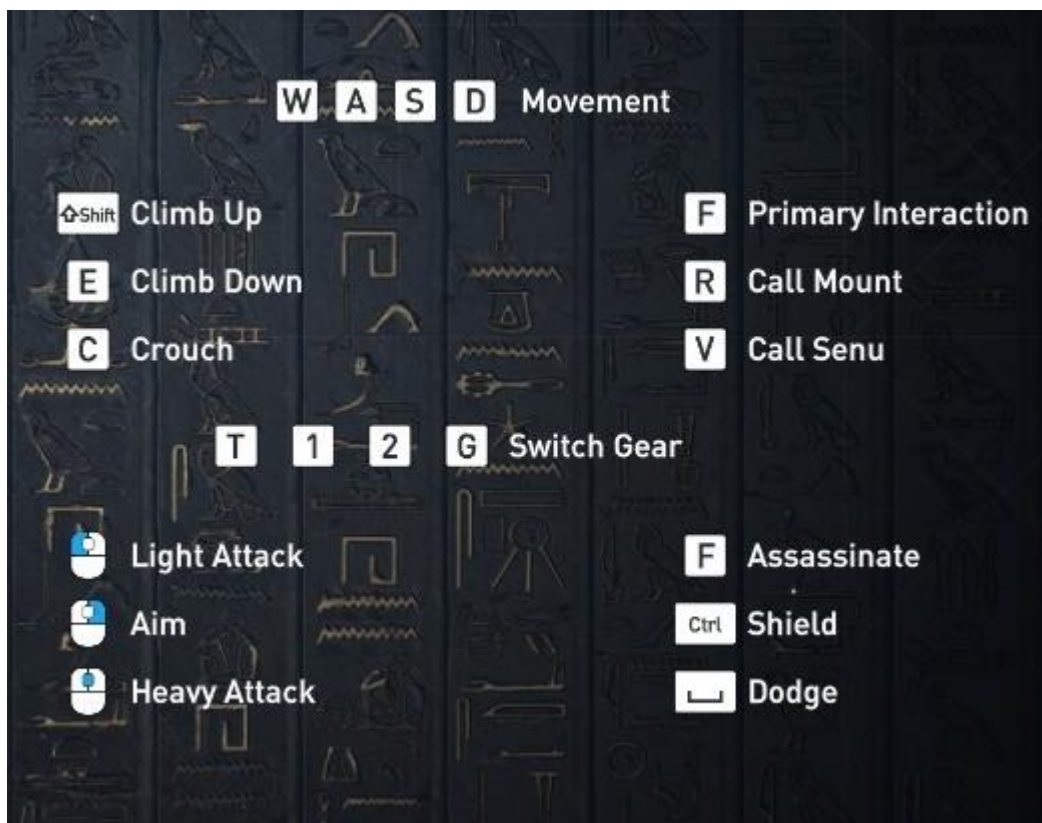
by

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For my game I will be creating a Touhou Project type game. About this game, it is a one player shooter 2D game where the player will control character that will be shooting at objects or enemies that are coming above. The player must dodge attacks from enemies while shooting it back at them to destroy them. If the players get hit they will lose a life or the game depending on programmer itself (usually 3 lives). They earn score for each objects or enemies they destroy. The game gets harder and more erratic as the game progresses. The player must dodge and make it to the end to fight the final boss. Along the way there are power-ups to help the player.

For this game I will be creating a similar version to this game. It will have some of the similar type format of this game. I hope to recreate a game like this in opengl and be able to incorporate many things that I have learn in Software Engineering as well as some stuff that I will learn in Game Design.



The controls will be keyboard based type. The user will control the arrows to move left, right, up, or down. There will also be a spacebar to shoot, pressing the button 'p' will pause the game. To exit they can press esc button to quit the game returning them back to the main menu and esc again or click the exit button to exit the game. It will not be similar to the picture above, but I might be able to incorporate many function into it. This game will be coded in C++ and OpenGL, and OpenAL. Will be done on Linux.