

Groudon Attack

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Technical Aspects:

The spaceship is fully controllable by the user using WASD controls. The controls are also capable of handling diagonal movement. The movement of the spaceship is handled by Bullet. There is full collision for the spaceship, Groudon, the buildings, and Groudon's attacks which again comes from Bullet. The attacks from Groudon are generated randomly every 2 seconds.

Goal:

The goal of Groudon Attack is to defeat Groudon by deflecting his attacks back to him before he knocks away all the white buildings. The best strategy for deflecting his attacks is to catch them under the ship and slam downward onto the floor, which will send them rolling toward Groudon. If you don't defeat him before he knocks away all the buildings, you won't be punished, but you'll have to live with the guilt that you weren't able to save the people inside.

Controls for Groudon Attack:

W - Move the ship up

S - Move the ship down

A - Move the ship left

D - Move the ship right