**ALIEN HUNTER**

**JAGDEEP SINGH MATHARU**

High concept

The game is for all age groups. You are the one who is defending the earth from the evil conqueror. It’s just you and the army of the evil lord.

Features

* The point of view was derived from duck hunting game.
* You use the Up arrow and Down arrow key to control the cannon.
* Hit space bar to fire the missile.
* Hit the enemy UFO and prevent it to pass the border.
* You cannot hit the enemy missiles.
* Time is important, so kill as many as you can to save the world.
* Go through the story (from menu), before you start.

Player motivation

You have to score 100 points before enemy missiles reaches the earth. If enemy missiles reaches the earth before you gain 100 point, you lose otherwise you good.

Genre

Action game with exiting sound effects.

Target customer

This game is for age group more than 10.

Completion

None

Unique selling points

* Missile launching on command of space bar.
* Goofy alien enemies and rockets.

Target hardware

Any machine supporting JavaScript and html.

Design goal

Fun – Funny UFO alien and laughing UFO missiles are amusing.

Simple – Easily played by all.

Controls – Easily controlled by keyboard.

Characters

Cannon – Moving cannon at life end of the game screen, controlled by player key strokes. Cannon also shoots the missiles.

UFO’s – Round space craft’s coming from right side of game screen.

Enemy missiles – Automatically moving red missiles from Enemy.