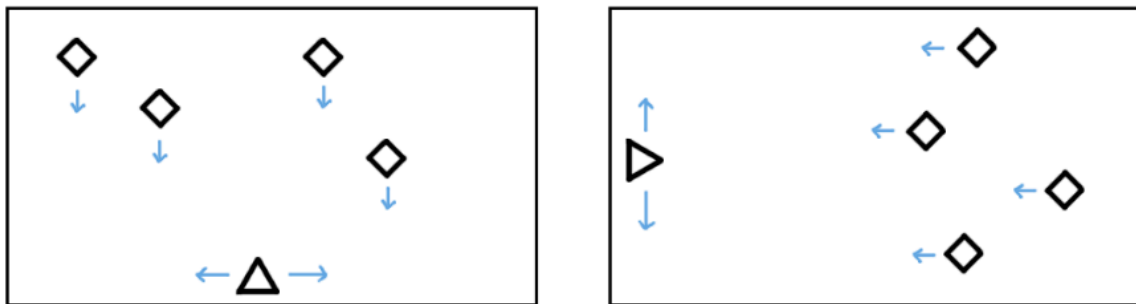# Project 5: Shoot em up

Preparation

Create a new 2D - Unity-Project.
Think about a theme and create/download a few Graphics.

Gameplay

The player should be able to move along the horizontal or the vertical axis.
You can pick to let the enemies move from the top downward or from the right to the left:

The player must then evade the enemies and shoot them.

Minimum Mechanics:

- Player-Movement
- Player can shoot
- Enemy-Movement
- Enemies can shoot
- Enemyspawner that spawns a enemy at a random position every few seconds
- UI for health/lives, time or whatever fits your game