3D-Spaceinvaders

**Ridder, Emiel**

**19/11/202**

Assetslist:

Features:

**Movement:**

**+**Passive rotation (always rotate).

**+**Move left and right (**A** move left, **D** move right).

**+**Booster (**LShift** to move faster, booster bar empties overtime and fills overtime).

**Enemies:**

**/**Large piggy spawner (spawn large pigs).

**+**Small piggy spawner (spawn small pigs).

**/**Large piggy (gives 2 points, shoots small piggies, moves slow towards end line).

**+**Small piggy (gives 1 point, moves faster than large piggy towards end line).

**/**Enemies spawn relative on score (higher score makes enemies spawn faster).

**Player:**

**+**Shooting (**Spacebar** to shoot physical bullets that move upwards that can hit piggies. One shot one kill).

**+**End line (line at the height of the player that covers the total bottom camera field. On collision with an enemy you lose).

**+**Score (keeps score).

**UI:**

**+**Main menu buttons (Working buttons for: credits menu, start game, Quit game and a back to menu).

**+**Booster bar (empties while player is booster and fills up while player is not boosting).

**+**Player score (shows the score of the player on the screen).

**+**End menu buttons (Working buttons for: Play again and main menu).

**+**End menu score (shows the score the player had when he died).