

Space Invaders

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MIDWAY'S
a Bally Co.

SPACE INVADERS

How to play?

The player can move to the left with the 'A' key, to the right with the 'D' key and shot with the Space bar.

			
10 pts.	30 pts.	30 pts.	mystery

1 BONUS LASER BASE AWARDED AT 1000 POINTS

A little bit of history

In the late 1970s and 1980s arcade games were created that became history such as Space Invaders, Donkey Kong, Pac Man, Defender, Galaga and so on. Space invaders is a revolutionary game that is considered to be the most popular Atari game and it contributed to laying the foundations for modern video games.



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Most important threads we used:

- playerBulletThread
- enemyBulletThread
- enemyBehaviour
- playerMonitor

To build the code, we run `gcc -Wall -pthread space-invaders.c -o space-invaders.o`

And then, we run `./space-invaders.o`

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The background is a vibrant, comic-style illustration of a space scene. At the top, a blue sky is filled with yellow stars and several red and white flying saucers. In the upper left, the text "MIDWAY'S a Bally Co." is written in a stylized font. The title "SPACE INVADERS" is prominently displayed in large, bold, yellow letters with a red outline. To the right of the title, a small figure is shown being crushed by a large, multi-colored alien creature. In the bottom left corner, a red and white laser base is visible, with several red laser beams firing upwards. The bottom of the image shows a yellow, rocky landscape with blue mountains in the distance.

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Program's Behavior

Every enemy "drops" down a position every new instance.

Player must hit every single of them with a bullet to win, otherwise die.

Every enemy's position, player's position and bullet's position are checked every instance in order to determine next instance

			
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Complexity

n by every bullet

n is always constant due that the complexity of every thread is independent of the environment

10 pts. 20 pts. 30 pts. 50 pts.
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Challenging elements

- Design ACII based UI
- Transfer bullets behavior into threads
- Work with C's way of handling arrays

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Key learnings

