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COMP 3609 Assignment 1

Game Title: Shape Dodger Shooter

Game Overview: Shape Dodger Shooter is an arcade-style game where a player controls a ship on the left hand of the screen and tries to shoot and dodge the shapes that are flying towards it, and gains points for each shape hit.

Gameplay Mechanics:

- The player moves the ship up and down to avoid colliding with the flying shapes

- Shapes of different types (circles, rectangles, triangles) fly from the right-hand side of the screen at a certain pace and appear randomly.

- The player can shoot bullets towards the shapes to destroy them gaining points.

- The game ends when the player loses all their lives.

Scoring System:

- Destroying a shape with a bullet earns **100 points**.

- Avoiding the shapes does not add points but helps the player survive longer.

- The player starts with **three lives**, and each collision with a shape reduces one life.

- When all lives are lost, the game is over, and the final score is displayed.

Game Features:

- Simple yet challenging gameplay requiring quick reflexes and timing.

- Multiple types of shapes with different movement patterns.

Game Controls:

- Up and down arrow keys, to move ship upwards and downwards
- Space bar to shoot bullets.

Game Bugs:

- May freeze a bit after shooting triangle, lives go down quickly if inside of Bounds of shape.