Hello Universe is my 3rd year main project submission, made in collaboration with another student.

It is a 2d twin stick shooter, so an xbox 360 controller is required to play.

Art was gotten from open source creator kenney.nl or otherwise created by myself.

Left stick to move.

Right stick to rotate.

Right trigger to fire weapon.

There are 10 levels to beat to win the game.

The game includes a variety of objectives, upgrades, enemies and obstacles.