# Space shooter – Assignment 1

## Player

* Can move in horizontal and vertical axis.
* Has a set amount of Hp. All damage taken is always set to deal the same damage.
* Has a resource that the player can use for external abilities
  + We haven’t discussed this yet :p
* Has a primary fire
  + Can have its power boosted by picking up power ups.
  + The power ups that changes your primary fire does not stack in the beginning. Once a boss is defeated then the player can stack one additional one.

## Gameplay

* Endless runner
  + Two phases
    1. Boss phase – when there is only a boss on the screen
    2. Wave phase – where all the normal enemies can spawn
* When a boss is defeated all enemies gain a boost in health and abilities.

## Power-ups

* There are power-ups for:
  + Spread fire - has 3 upgrades
    1. 3 shots straightforward
    2. 2 additional shots with a 20-degree angle
    3. 2 additional shots with a 35-degree angle
  + Missiles – has 3 upgrades
    1. Every 5 shot launces two missiles straight forward that travels slow
    2. Every 5 shot also launches a missile that targets the closes enemy
    3. Every 5 shot launches an additional target seeking missile
  + Drones – has 3 upgrades
    1. A done that rotates the player and fires a beam forward when the player shoots. Acts like a shield if Hit and then gets removed
    2. Adds an additional drone
    3. Adds an additional drone
  + Damage – stacks infinite
    1. Each application adds a 10% dmg increase for the player
  + Fire rate – stacks infinite
    1. Each application adds a 10% fire rate

## Enemies

### Normal Enemies

* Simpletons
  + Move in a straight line forward and every 5 sec shoots a bullet towards the position that the player was in at that specific time.
* Ziggzaggers
  + Same as simpletons but they move from side to side
* Kamikaze – they move like the Ziggzaggers but when they are close to the player they gain a signific speed increase and try to crash into the player.
* Tank
  + A unit that can have a special ability but has a lot of health and “guards” other units
* Lazer
  + A unit that fires a lazerbeam straight forward after a short cast time
* Sprea
  + Fires multiple bullets but they spread out in a cone shape
* Snappers
  + Moves in quick sessions to a position and then after a while moves to another
* Outsider
  + Units that can enter the screen from different angles that just the top

### Boss Enemies

A unit with a lot of hp and has more than on ability

* Spead
* Bombs
* Missiles
* Spawners?