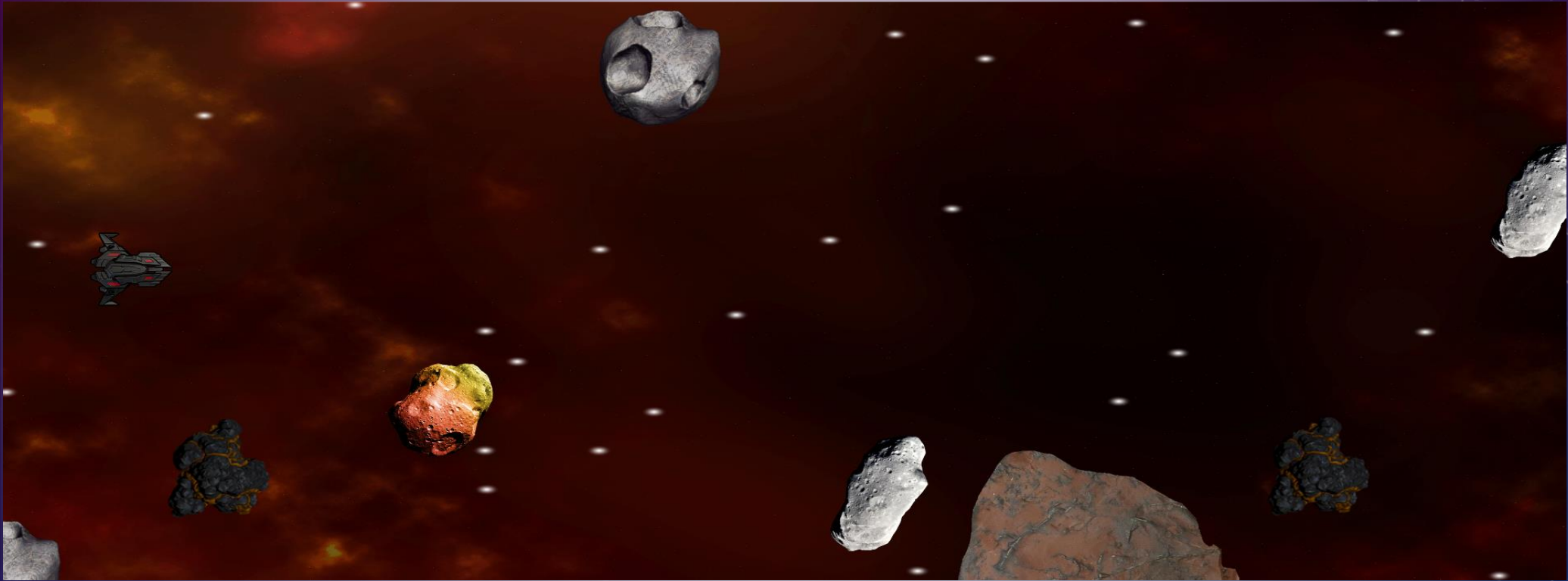




SPACE SHOOTER

GÖKAY ATAY

GAME DESCRIPTION



Space Shooter is a Shoot 'em up type game. The general aim of the shoot 'em up type games is to destroy/avoid the enemy characters surrounding the character in the main shooter role controlled by the player moving in the right, left, up and down (or combination of these directions).

FIRST DESIGN/UPDATED DESIGN



Camera is rotated 90 degrees for horizontal movement feeling. (Inspiration from "Space Impact" video game developed for use on Nokia phones)

Different game objects, collectibles, game modes and sound effects/music are added for more enjoyable gameplay.



Space Impact

MAIN MENU

SPACE SHOOTER

INFINITE MODE

FINITE MODE

VERSUS MATCH

OPTIONS

EXIT



SETTINGS

VOLUME



GRAPHICS

ULTRA ▼

☒ FULLSCREEN

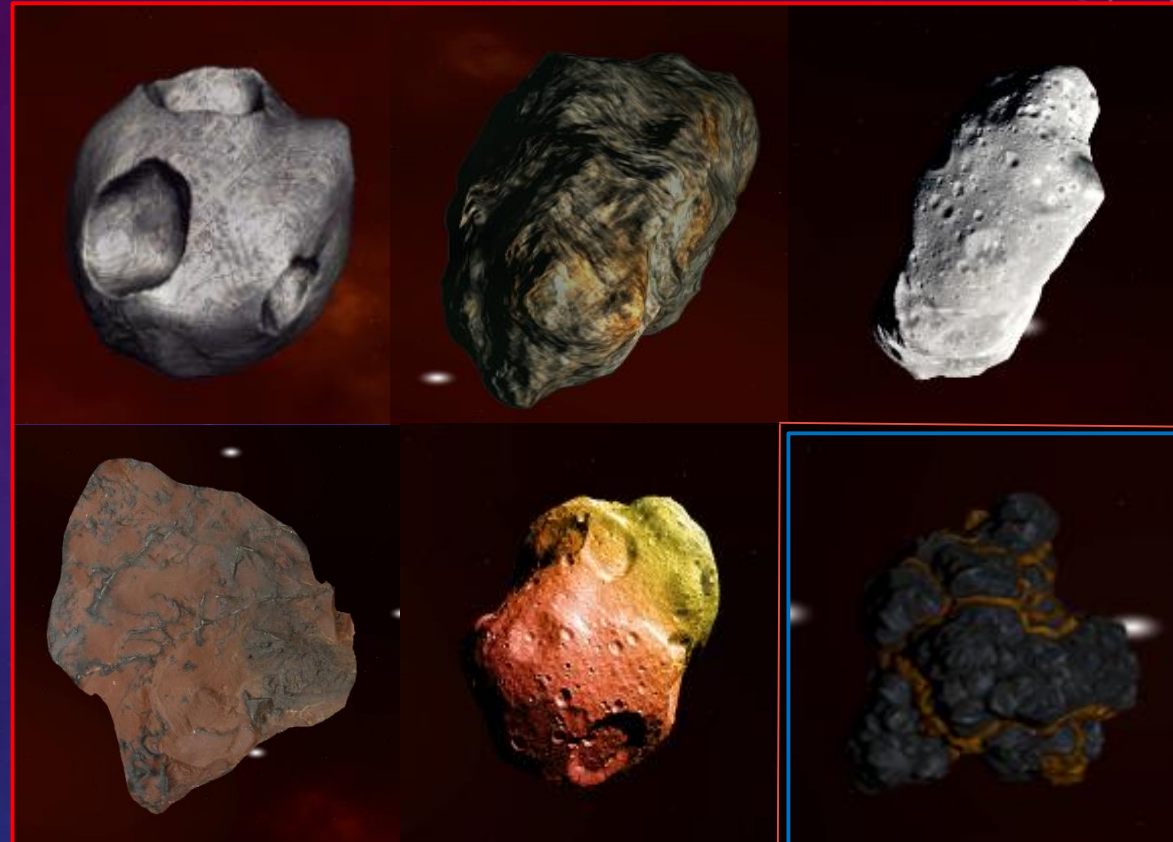
MAIN MENU



INFINITE MODE - SPACESHIP & ASTEROIDS



Spaceship is controlled by player.



Asteroids have some resistance, for example some of them can be destroyed with 3 lasers and some of them with 5 lasers.

Asteroids are destroyable objects by the spaceship. If they are destroyed, player gains +1 score for each asteroid. Player should destroy or avoid them.

Indestructible

INFINITE MODE - COLLECTIBLES



Coin is collectible and adds +2 to player score. If it is destroyed, the score will be decreased by 1.



Increases speed of spaceship.



Decreases speed of spaceship.



Collects all the coins in the viewport.

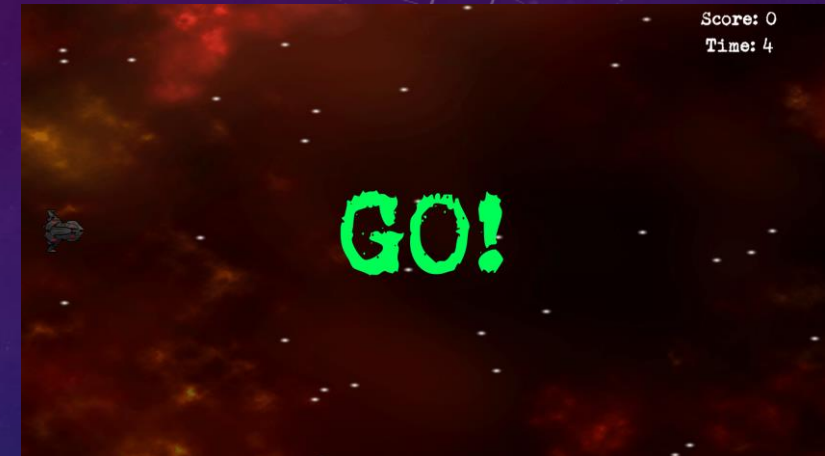
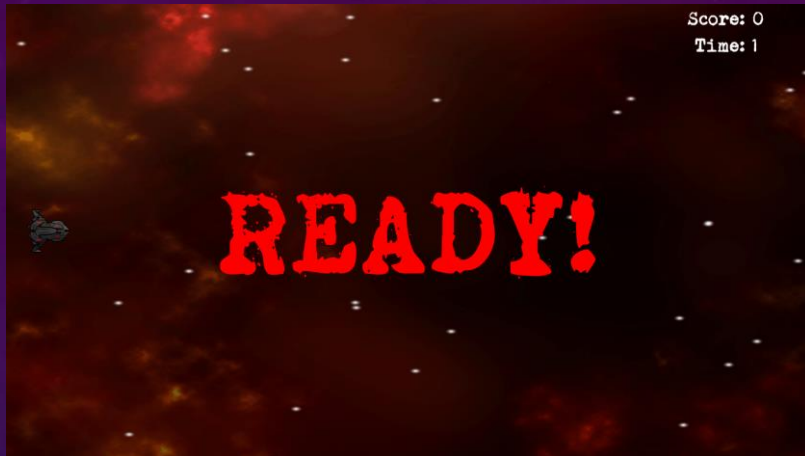


Makes spaceship invisible.



Destroys all of the asteroids in the viewport.

INFINITE MODE – SCORE & TIME & STARTUP



Score: 7
Time: 22

More time passed = Asteroids spawn more frequently

INFINITE MODE

Score: 14

Time: 66



INFINITE MODE – GAME OVER

Score: 14

Time: 75

GAME OVER



TRY AGAIN

MAIN MENU



FINITE MODE



Spaceships, asteroids and collectibles are same
as the infinite mode.

FINITE MODE – HERD OF BIRDS



After 80 seconds, player tries to avoid herd of birds.

FINITE MODE - FINAL BOSS



After 115 seconds, player tries to kill the final boss. If player can kill the boss, level ends.

FINITE MODE - WIN & LOSE SCREEN



VERSUS MATCH - OBJECTS



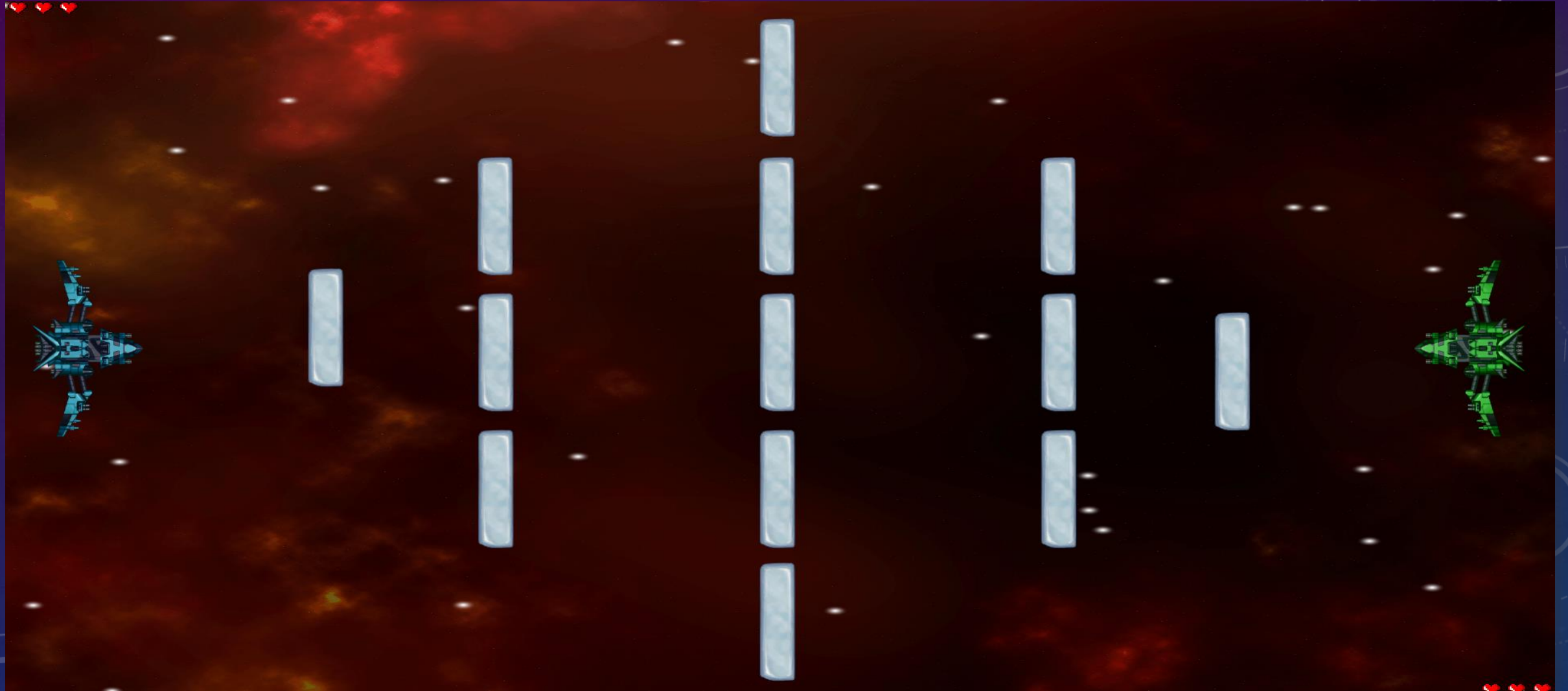
Spaceships controlled by two players



Breakable Object

VERSUS MATCH

Player
Health



VERSUS MATCH – WIN UI



PAUSE SCREEN



PAUSED



RESUME

MAIN MENU

NEBULA
AQUA-PINK

NEBULA BLUE

NEBULA RED



CONTROLS

SHIP MOVEMENT

Keyboard – W & S
Keyboard – UP & DOWN
Keyboard – LEFT & RIGHT

SHOOT

Keyboard – Space Key
Keyboard – Return Key

PAUSE THE GAME

Keyboard - P

DEPLOYMENT

The game progress, documents and source codes are available on github.

[Github Link](#)

REFERENCES

- 1 – Game Development with Unity by Michelle Menard
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- 3 – assetstore.unity.com
- 4 – www.m2h.nl/unity
- 5 – Course's Piazza Webpage and Slides
- 6 – youtube.com/user/WatchFindDoMedia
- 7 – github.com
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- 9 – youtube.com/user/Brackeys