



Course Number:

VGP230

Course Title:

2D Game Programming

Instructor:

Jordan Lacey

Title:

Space Shooter Game Project

Date Assigned:

Week 3

Due Date:

Week 5

Description:

Your task is to create a complete space shooter game using the HelloSpaceShooter demo project we have built in class as a starting point. The demo should already have the following functionality implemented:

- Player controllable ship with movement and firing logic
- Enemy spawning and random movement
- Collision detection for shooting and destroying enemies
- Game states

The following are some ideas for additional features you can add to your game:

- Additional enemy types
 - Support for waves
 - Support for enemy dealing contact damage to the player
 - Bosses with AI
- Power ups
 - Speed boost
 - Shield
 - Weapon level up
- Weapon system
 - Different weapon types
- Background
 - Different colours
 - Static or moving images as part of the background
- Audio for sound effect and music
- HUD for player lives, score, etc

Deliverables:

On Week 5, you will be showcasing your final game to the class and give a code walkthrough on what you have implemented and how you have implemented them.

Please hand in your project on Omnivox. Steps before handing it in:

- Do a clean of the solution (in Visual Studio, right click the solution and choose “clean solution”)
- Create a folder that contains only your midterm project AND the assets used, so the images/sounds folders. I do not need anything else from X or any other projects.
- Zip this together to hand in on Omnivox.