



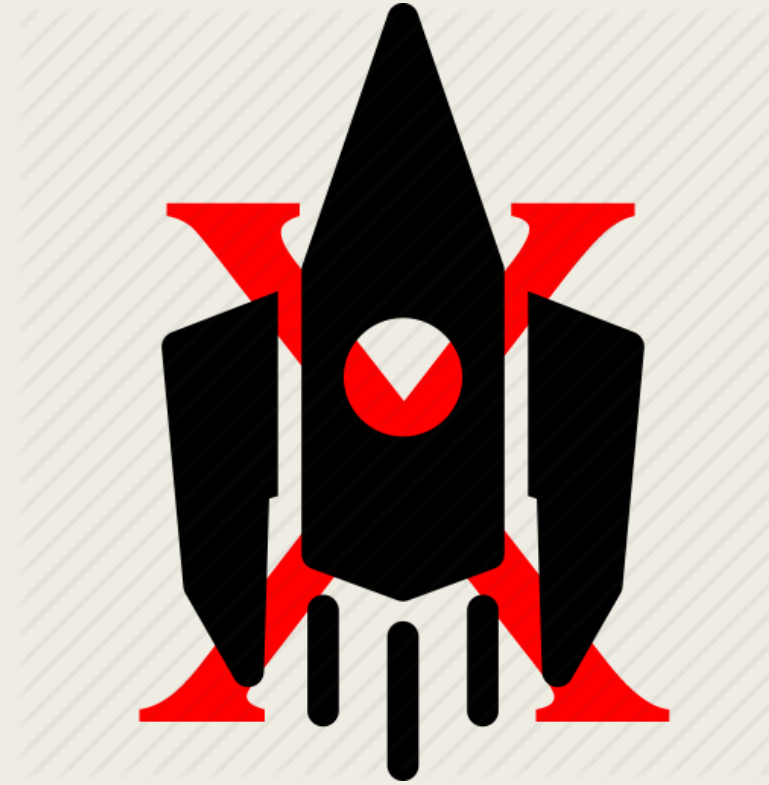
SPESS SHOOTER X

An Android First-Person-Shooter



The basics...

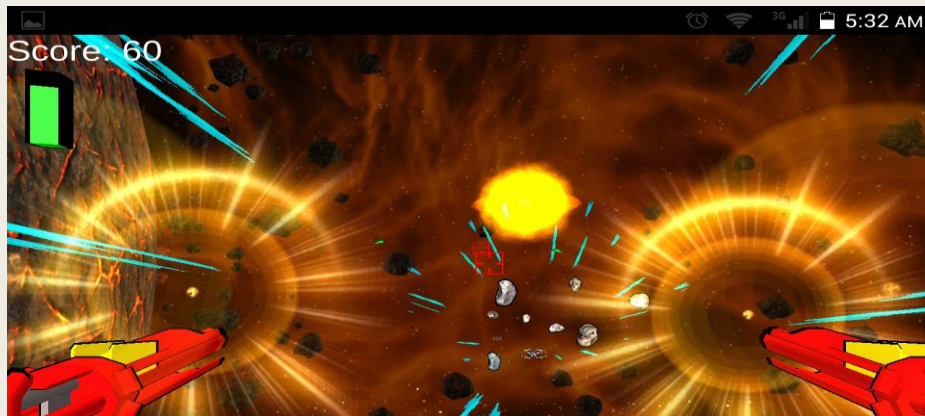
- An on-rails FPS mobile game for Android
- An improvement over regular Spess Shooter
- Movement is via gyroscope
- Enemies spawn in waves
- Try to survive as long as possible and get the highest score



Whats new?

Spess Shooter

- Uses accelerometer for controls
- Player cannot tilt
- Weak sound design
- Player projectiles are less visible
- Skybox made it difficult to view enemies
- Made on Unity 4.6



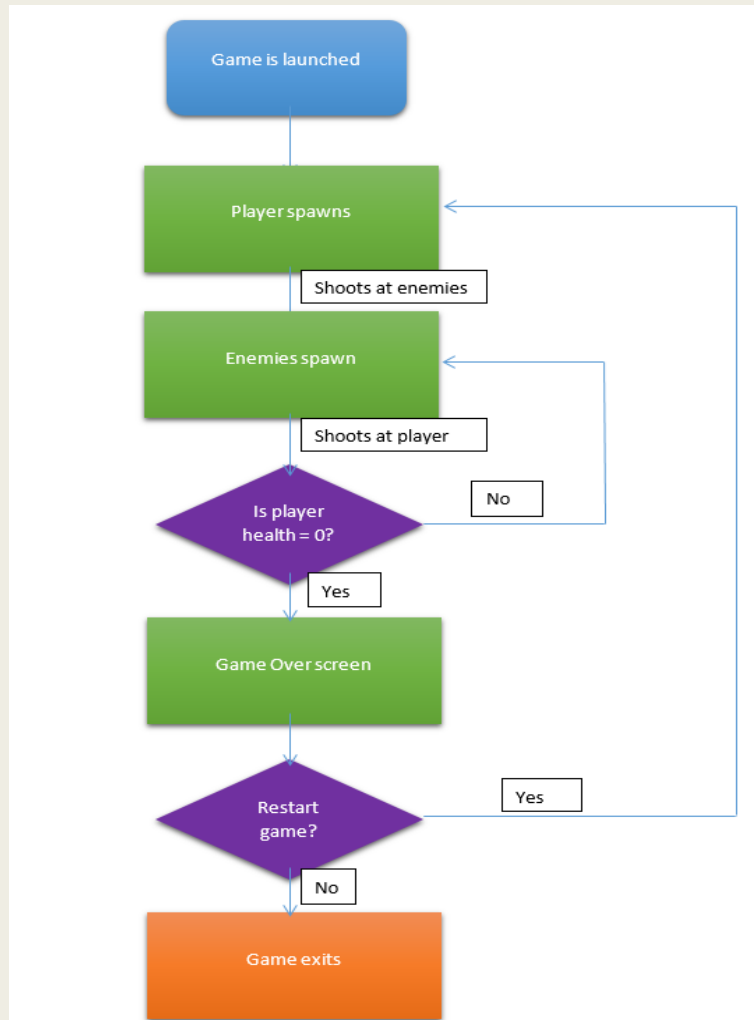
Spess Shooter X

- Uses gyroscope for controls
- Player can also tilt left and right
- Improved sound design
- More bigger and visible player projectiles
- Skybox changed to make it easier to view enemies
- Made on Unity 5
- Has an "X" in it's name

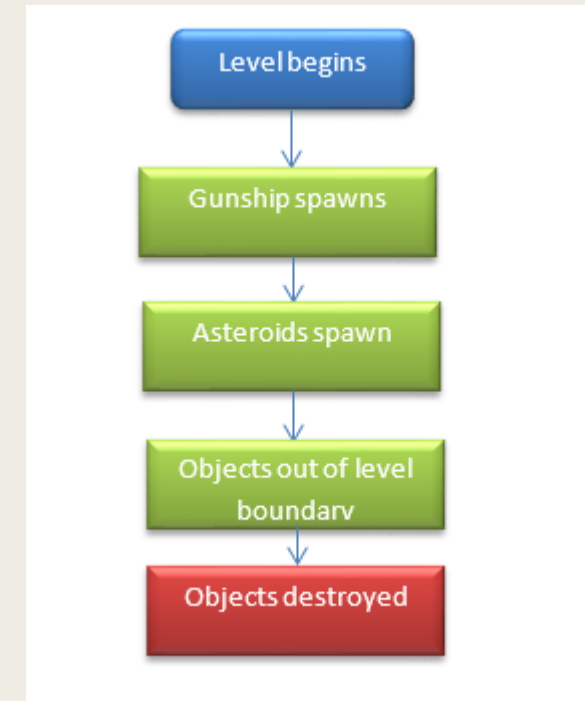


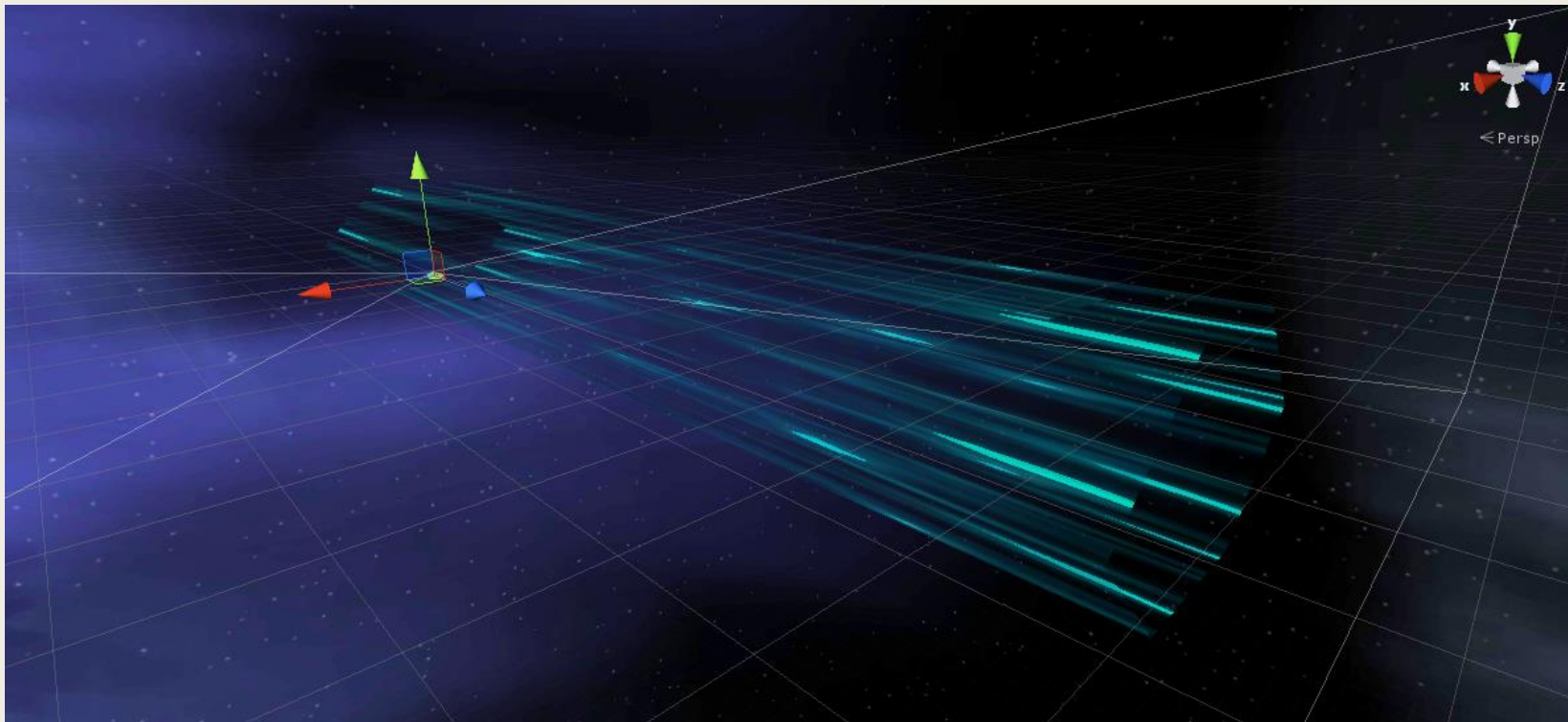
Behind the scenes

Game flow chart



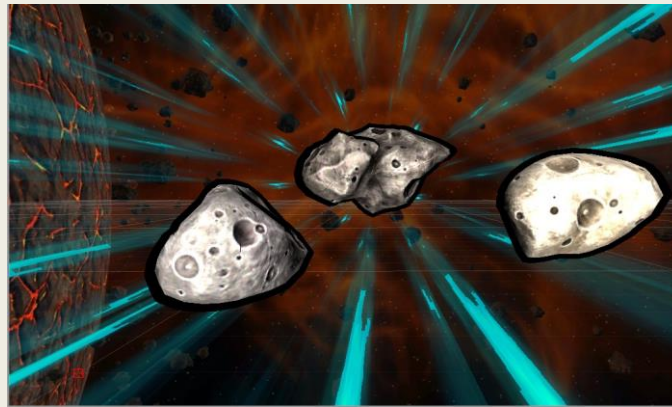
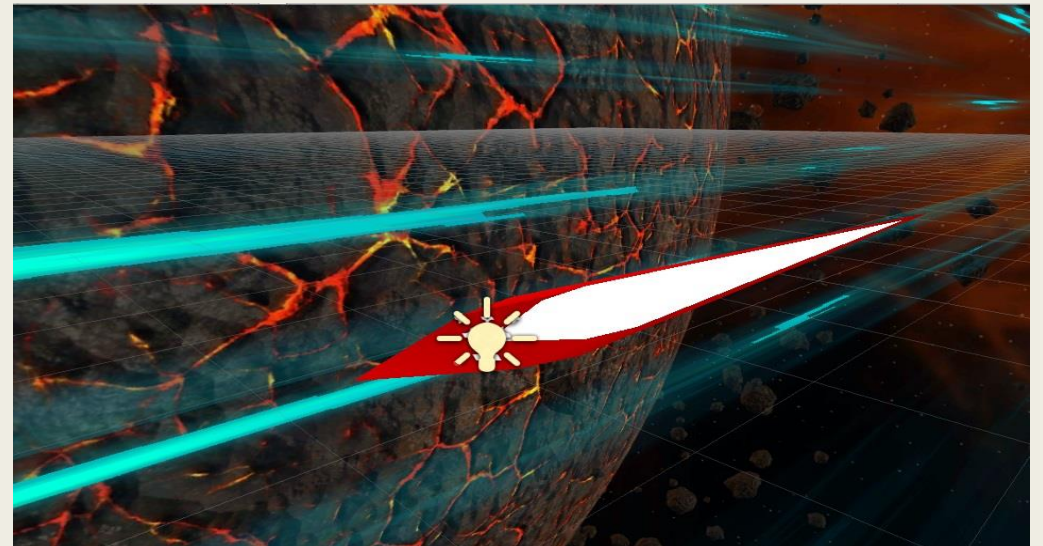
Level flow chart





View of the level from the editor, the highlighted object is the Player's ship.

Enemies and Obstacles



What's next?

- More levels
- More enemies
- Bigger enemies

The END

Thank you.