

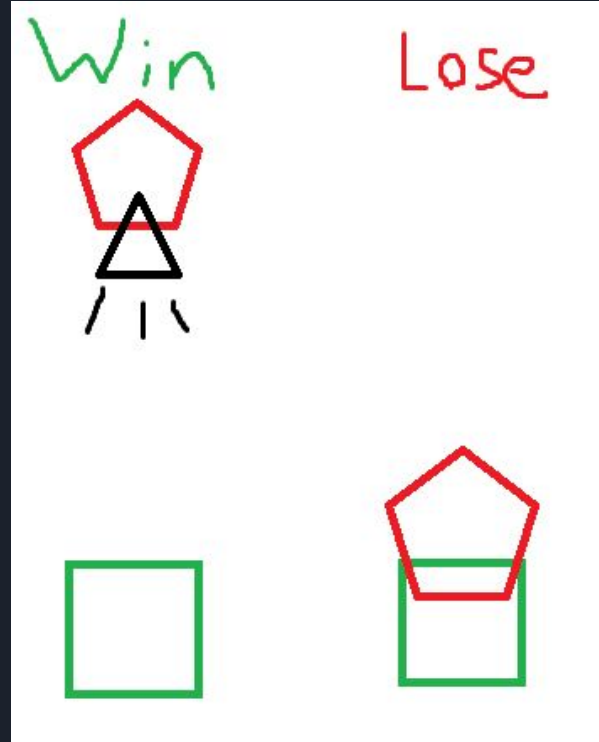
A decorative graphic on the left side of the slide consisting of two overlapping parallelograms. The front one is blue and the back one is a light green color. They are positioned diagonally, with the blue one in front of the green one.

ICG Midterm Storyboard

Space Invaders (Simplified)

Basic Gameplay Loop

The player begins at the bottom of the screen with the ability to shoot upwards. If the player shoots the alien, they win. If the alien reaches the player or the bottom portion of the screen, the player loses



Light Emission

The bullet is planned to emit light as it travels towards the alien, lighting up the bullet path. The light will be enabled using the isEnabled function within the light.h and light.cpp files. It will then toggle off when the bullet hits the alien or goes off screen.



Shaders

We plan on using a space skybox shader to create the feel that the player is in space. Because the game takes place in space as you defend the earth we thought that the skybox would fit the theme. The skybox was created using a generator, and then the vertex shaders and fragment shaders were created alongside it, causing the scene skybox to properly change.

