

GROUP PROJECT

Game Development NSE2 - Space Shooter Adventure

Meet Our Team

Ismoil



Marjona



Diyorbek



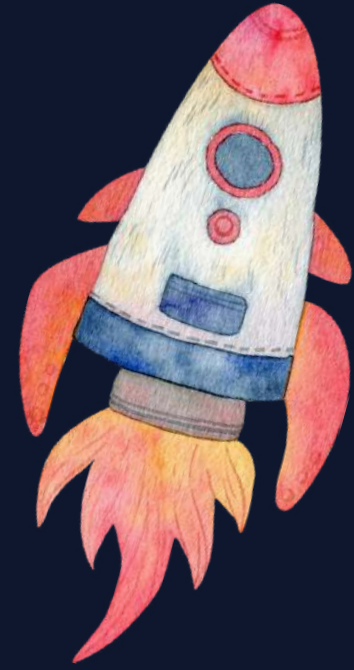
Davron



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Introduction

- Space Shooter Adventure is a 2D arcade shooter developed using Unity.
- The game challenges players to control a spaceship, shoot enemies, and collect power-ups while navigating through obstacles.



Key Features



Responsive spaceship movement with boundary restrictions.



Accurate bullet firing with collision detection.



Challenging enemy movement patterns.



Collectible items that improve firepower or restore health. Space-themed background with continuous scrolling.



GamePlay Demo

Core Mechanics:

- Control the spaceship using arrow keys or WASD.
- Shoot bullets to destroy enemies (Spacebar).
- Avoid moving obstacles and enemy attacks.
- Collect power-ups for bonuses.

Timeline



1st sprint

Core Mechanics Setup



2nd sprint

Advanced Features and UI



3rd sprint

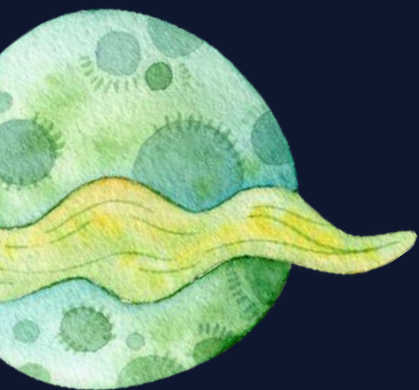
Polishing and Testing



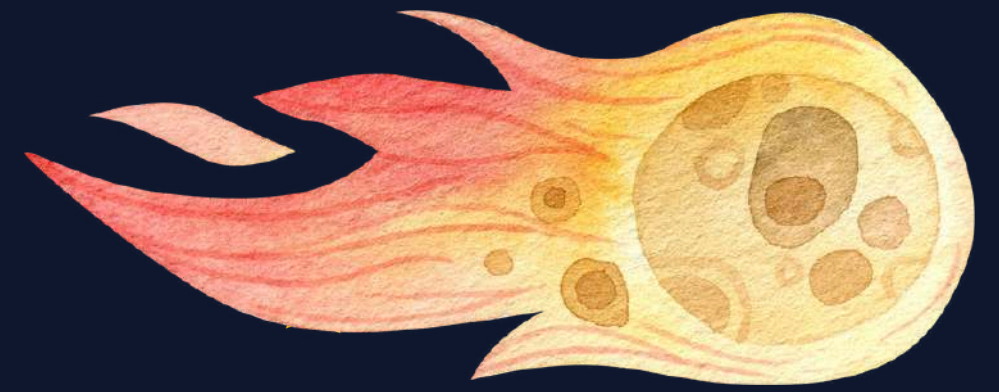
- Resolving collision and movement issues.
- Optimizing performance to reduce lag.



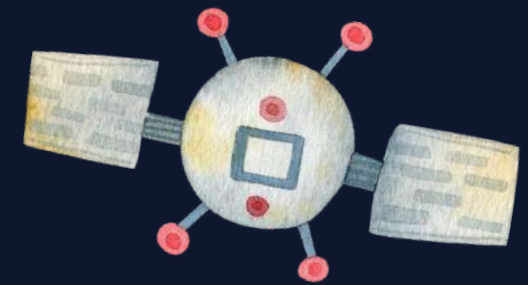
Improved responsiveness and added feedback for power-ups and scoring.



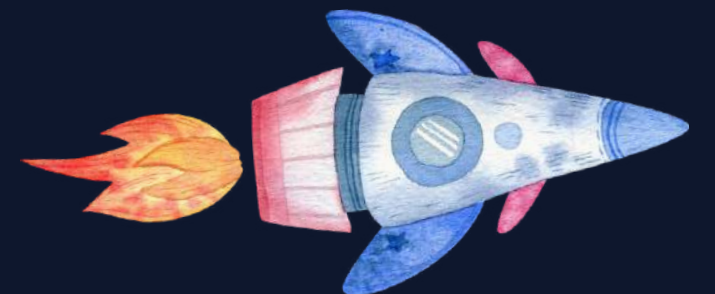
Testing & Bug Fixes



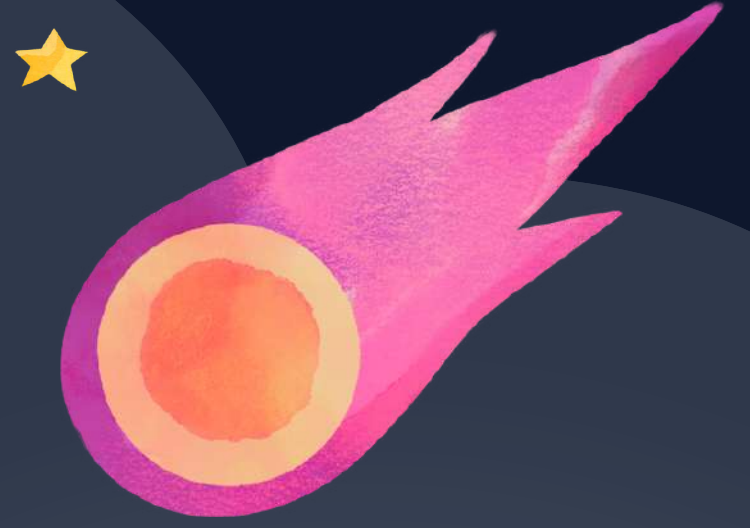
Playtesting to identify and fix remaining bugs.



Added background music and sound effects for immersion.



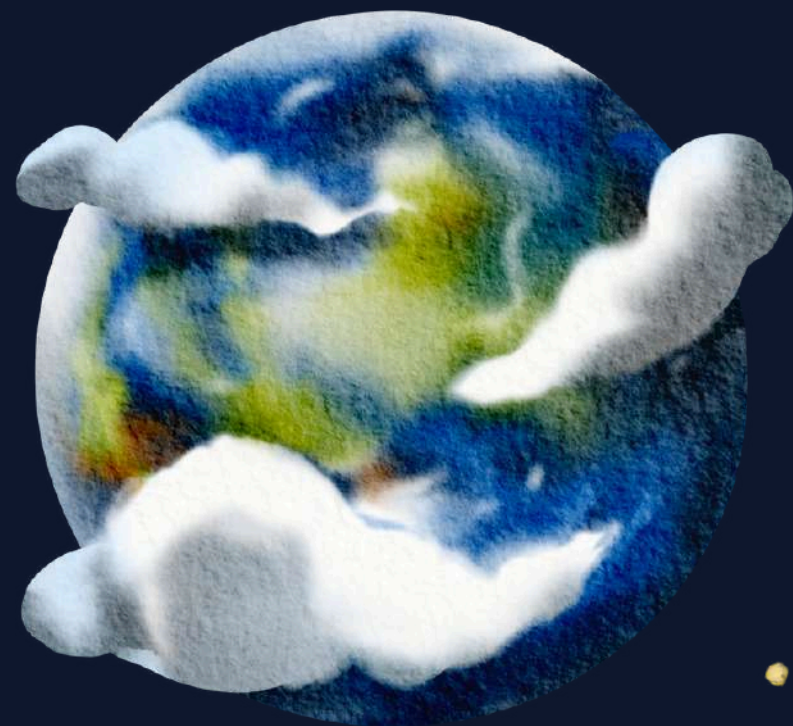
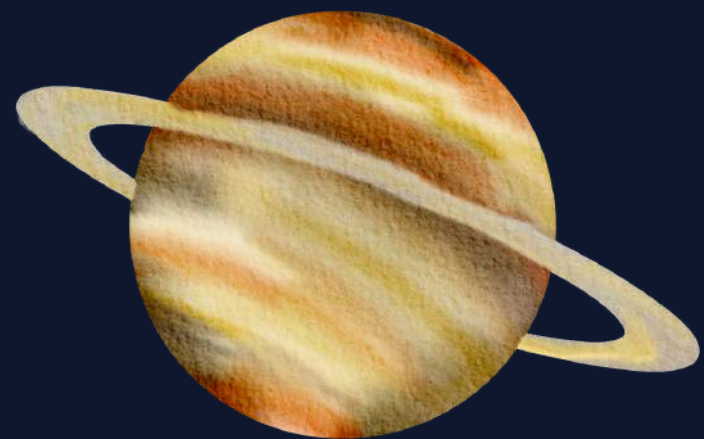
Conclusion



Successfully created a fun and challenging space shooter game.

The project taught us valuable lessons in Unity development, team collaboration, and problem-solving.





Thank
you!

