

Project Proposal - Alien blast

Functionalities desired:

The game will spawn enemies for the player to kill, the player will kill them by aiming with the mouse and using weapons. If a enemy is killed, the player gets a point, if a enemy survives long enough, it will explode and end the game. The score will be saved on a leaderboard along with the player's name and current date.

Used devices:

Video Card in Graphics Mode: this will be used to display the game in real time

Timer: counting the time will be a basic necessity for the enemies mechanics

Keyboard: the player will use the keyboard to trigger their weapons and record their nickname on the score leaderboard

Mouse: this will be used to aim and to interact with the menus

RTC: the current date will be saved along with the player's score

Serial Port: might be used to implement multiplayer

Workplan:

Week 1: making the enemy sprite and configuring the video card to display it

Week 2: processing the mouse to be followed by the aim, and implementing the keyboard to trigger a weapon

Week 3: implementing the enemy mechanics, along with the game ending condition and score counting

Week 4: implementing menus and leaderboard, along with mouse click and keyboard typing recording (for nickname saving)

Week 5: implementing multiplayer