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**ShootEm Up**

Player can move and shoot during the gameplay. Enemies and hazards will be spawn during the game.Player have to survive from the enemy and hazards spawn. If player lives turns zero, the game will end.

The screen size of the game is in 16:9 aspect, 1280 x 720 screen size.

**Player Action(s)**

1. Shoot
   1. Player can shoot enemies and hazards during the gameplay.

**Game Object(s)**

1. Enemy
   1. Enemy can shoot during the gameplay. The enemy are spawn above the screen and move downwards. If the bullet or player hit the player, player lives will reduce by 1.
2. Hazards
   1. Hazards will go to where the player is. The enemy are spawn above the screen and move downwards. If the hazards hit the player, player lives will reduce by 1.

**Gameplay Rule(s)**

1. Enemy or Hazard leave screen
   1. If enemy or hazard leave the screen, player lives will be reduce by 1.
2. High score
   1. Player can get score by shooting at the enemy and hazards. If player bullet hit enemy, player will gain 20 points, for hazards, player will gain 15 points.
3. Enemy and hazards spawn
   1. Every 30 seconds, the enemy and hazards spawn rate will increase.

**Controls**

Player

W Key- Move Up

S Key - Move Down

A Key - Move Left

D Key - Move Right

Spacebar - shoot