Plus Ultra

Project Team Members
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Project Summary
Our game is a bullet hell shooter that streams a multitude of dangerous obstacles at the player in hopes that they are dodged, and the threat is eliminated. The high intensity shooter will also include power ups that are designed to assist the player in completing the level. To make the game unique we will be introducing a college theme.

Goals and objectives
The main goal is to allow players to test their reflexes and hand-eye coordination in order to finish a difficult level. This helps a person by seeing how well they can avoid a dangerous situation and think about their next movement to insure that it would not cause their death.

GPIO
The GPIO that will be implemented giving the players buttons. Players will be able to take control of their ship by using the buttons to move and shoot.

GUI
The GUI will include the appearance of the ship along with the assailants. There will be a clutter of dangerous meteors being hurled at the player that have to be destroyed by shooting.

Initial Targets
We set out to make a shooter game that made the player work on their reflexes and hand eye coordination. After input from our professor we changed from space player game to Conference USA teams for our game. This made the quality of the game go down as the pictures were not as good but made the game more personal. The only objective we did not complete was an opportunity for a high score feature allowing the player to input their initials.

Lessons Learned

Starting on the project early and setting up a schedule is important to making a good project. Input from others is a good way to make your project better instead of getting tunnel vision on one idea.

Improvements

The biggest improvement we want to see for our game is a high scoring feature that saves the users scores under the initials they input. Another feature that can be added is a hand-held controller making it easier for the player to play. Another improvement is going back to the space setting as it looked more clean.

Materials

Raspberry Pi, Power Cable, GPIO Board, 6 Wires, 3 Buttons, Python 3.7

Github Repository

https://github.com/noahblk/Cyber-132-Project.git