

Lunar Lander Based Game

Coursework 2

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# Introduction

For this assignment I have been asked to create a game using a given template, this game will take the style of a lunar lander-esque themed game. The game will have a set amount of moving graphics posing a threat to the player as well as having a player that can only move within the x axis whereas the enemy sprites have pre planned movement throughout the x and y axis.

The game will only will carry on as long as the invaders haven’t been shot or the player hasn’t been hit.

## Images, Rules and Planning

For this assignment I will be using and creating many graphics for use within my game.

## Rules

Within my game there will be set rules for the player to use. These will be fairly simple and will be within their own form.

The rules would be:

1) Space bar is to shoot.

2) A/D and Left/right arrows move.

3) If you defeat all the aliens then you win.

4) If the aliens reach you then you lose.

5) The aliens will snake towards you.

6) High scores will be kept at the end of a game.

7) This game uses Dark Souls logic, there is no pause.

8) After everything is dead, press space again to progress to the game over screen.

# Win and lose scenarios

To win the player must simply defeat all the invaders on screen, the strategies for winning:

Shoot all the invaders without moving

Use the move keys to track the invaders

Shoot groups at a time

To lose the invaders simply need to collide with the player.

## Images and assets table

Image 1 – Ripa ‘Moramee

This character is from the Halo Franchise and will be serving as the enemy style element within my game as this character was a primary antagonist.

Images of Ripa 'Moramee. (2017). [image] Available at: https://www.halopedia.org/Category:Images\_of\_Ripa\_%27Moramee [Accessed 8 Mar. 2019].

Image 2 – Halo 3 Unggoy

I0.wp.com. (2019). [online] Available at: https://i0.wp.com/vignette.wikia.nocookie.net/halofanon/images/2/25/Epic.jpg/revision/latest?cb=20120405142901 [Accessed 7 May 2019].

Image 3 – Halo MCC Flood background

Gamerdvr.com. (2019). *Click here for HD resolution and download options*. [online] Available at: https://gamerdvr.com/gamer/jam1339/screenshot/10949479 [Accessed 7 May 2019].

Image 4 – Halo logo

Halo.bungie.org. (2019). *Halo Logos*. [online] Available at: http://halo.bungie.org/logos.html?background=white [Accessed 7 May 2019].

Image 5 – Thel ‘Vadam

Halopedia. (2019). *Thel 'Vadam*. [online] Available at: https://www.halopedia.org/Thel\_%27Vadam [Accessed 7 May 2019].

Sound 1 – fire sound

Freesound. (2019). *HaloNeedler\_Alt.wav by Anolog*. [online] Available at: https://freesound.org/people/Anolog/sounds/411585/ [Accessed 7 May 2019].

Sound 2 – death sound

Freesound. (2019). *Explosion, 8-bit, 01.wav by InspectorJ*. [online] Available at: https://freesound.org/people/InspectorJ/sounds/448226/ [Accessed 7 May 2019].

Sound 3 – menu button

Freesound. (2019). *Gun cock.wav by pockroozer*. [online] Available at: https://freesound.org/people/pockroozer/sounds/421794/ [Accessed 7 May 2019].