

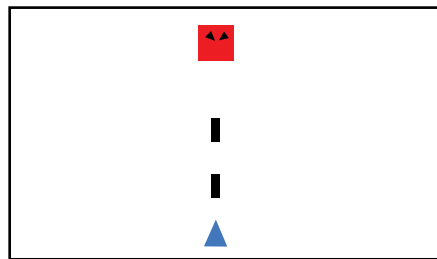
Intro to Programming - Assignment 0:

Make a Small Shooter

DESCRIPTION

Create a small shooter in GameMaker, in the style of Space Invaders. The player should be able to move their avatar using WASD keys, and there should be an enemy that moves back and forth at the top of the screen.

Example:



Submit your project folder, zipped, through email to the instructor.

If you have questions about the assignment please post them on the Discord!

PROJECT REQUIREMENTS

Grade C

These are the minimum requirements for receiving a C on your assignment. Your program should include:

- An enemy that moves left to right, back and forth, across top of the screen.

- A player that you can control using the WASD keys.

- Your code is well formatted, commented, and clear.

Grade B

These are the minimum requirements for receiving an B on the project. Your program should include all of the requirements for getting an C, as well as:

- The player can create a bullet object at their avatar's location by hitting the spacebar. Look up `instance_create_layer()` in the documentation in order to add this functionality.

Grade A

These are the minimum requirements for receiving an A on the project. Your program should include all of the requirements for getting an B, as well as:

The player avatar has a timer that creates a delay between when individual bullets can be fired.

When a bullet moves off the top of the screen it destroys itself using `instance_destroy()`.

Grade S

These are the minimum requirements for receiving an S on the project. Your program should include all of the requirements for getting an A, as well as:

Make a second enemy that inherits from the first enemy and adds the functionality of shooting down the screen.