

SPACE SHOOTER



Space Shooter is the current working title for a top-down shoot-'em-up video game set in space.



In the distant future of 2633 A.D., an unprecedented alien invasion must be stopped by Earth's only hope: the player. Commanding a unit of combat spaceships, they must defend against our enemies and uncover the secrets behind the oncoming opposing force.

DEVELOPMENT

The game is only available for Microsoft Windows PCs and is currently built in C# using the Windows Forms .NET API.

Over time, production may shift to Unity, allowing the game to run on more platforms like Linux or the Web. 🌐

FEATURES


Owing to a rough schedule, the game is still in its prototype phase and can only promise some details & facets of its development objectives.

However, feel free to refer to the list in this document for updates on achieved stretch goals or use it as a timeline for the game's eventual completion:

- ☐ Bonus effects and weapon effects
- ☒ Couch co-op multiplayer [each player uses a different controller]
- ☐ Enemy & player firing/ shooting mechanic + player "Auto-Fire"
- ☐ Enemy AI and entity hitboxes
- ☐ Keyboard accessibility and Fullscreen support
- ☒ Wave progression and "Free Play" mode
- ☐ ... other miscellaneous bugs + play testing 🐛

NOTES

Collection of notable events and updates in Space Shooter's production cycle in a first-person format from its head developer:

- I familiarized myself with C# features such as access levels, aliasing, casting, inheritance, and storage classes.
- Figured out how to minimally build & run a C# project using an editor and terminal only – no Visual Studio required.
- I interfaced chosen DLLs into the project's .NET runtime.
- Image manipulation [blurring, filling, and transparency] works dynamically [and performantly through multi-threading] in the game.
- Implemented custom UI layout and rendering; however, user interface classes could improve the code.
- Learned how to programmatically implement many game-specific features like cooldowns, FPS "stabilizers," multi-buffering, timers, and more...
- Designed & edited this evaluation document. 

GALLERY

SPACESHIPS

Inspired by paper planes and engineered for future-space offense & defensive maneuvers.



Artillery



Infantry



Rogue



Swarm



Swarm
Drone

ALIENS

These extra-terrestrials invoke an uncanniness to them that strikes fear into the hearts of even the bravest players.



Carrier



Kamikaze



Man-o'-War

CREDITS

Here's our appreciation for all the people who made this game possible! 🐉

DEVELOPMENT & PROGRAMMING

Lapys [myself] [🔗](#)

MUSIC

Phyrinna [🔗](#)