

**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.  $\bigoplus$ 

## **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:

$\bigcirc$	Bonus effects and weapon effects
Ø	Couch co-op multiplayer (each player uses a different controller)
$\bigcirc$	Enemy & player firing/ shooting mechanic + player "Auto-Fire"
$\bigcirc$	Enemy AI and entity hitboxes
$\bigcirc$	Keyboard accessibility and Fullscreen support
Ø	Wave progression and "Free Play" mode
$\bigcirc$	other miscellaneous bugs + play testing 🐯

## **NOTES**

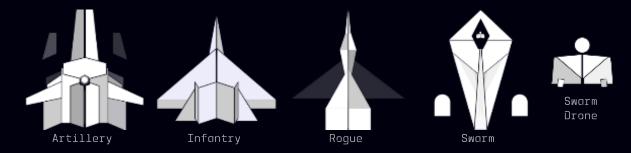
Collection of notable events and updates in Space Shooter's production cycle in a first-person format from its head developer:

- 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...
- ullet Designed & edited this evaluation document.  ${\color{red} |}$

# **GALLERY**

#### **SPACESHIPS**

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



#### **ALIENS**

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



# **CREDITS**

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

## **DEVELOPMENT & PROGRAMMING**

Lapys (myself) ♂

### **MUSIC**

Phyrnna 🗗