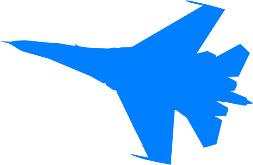
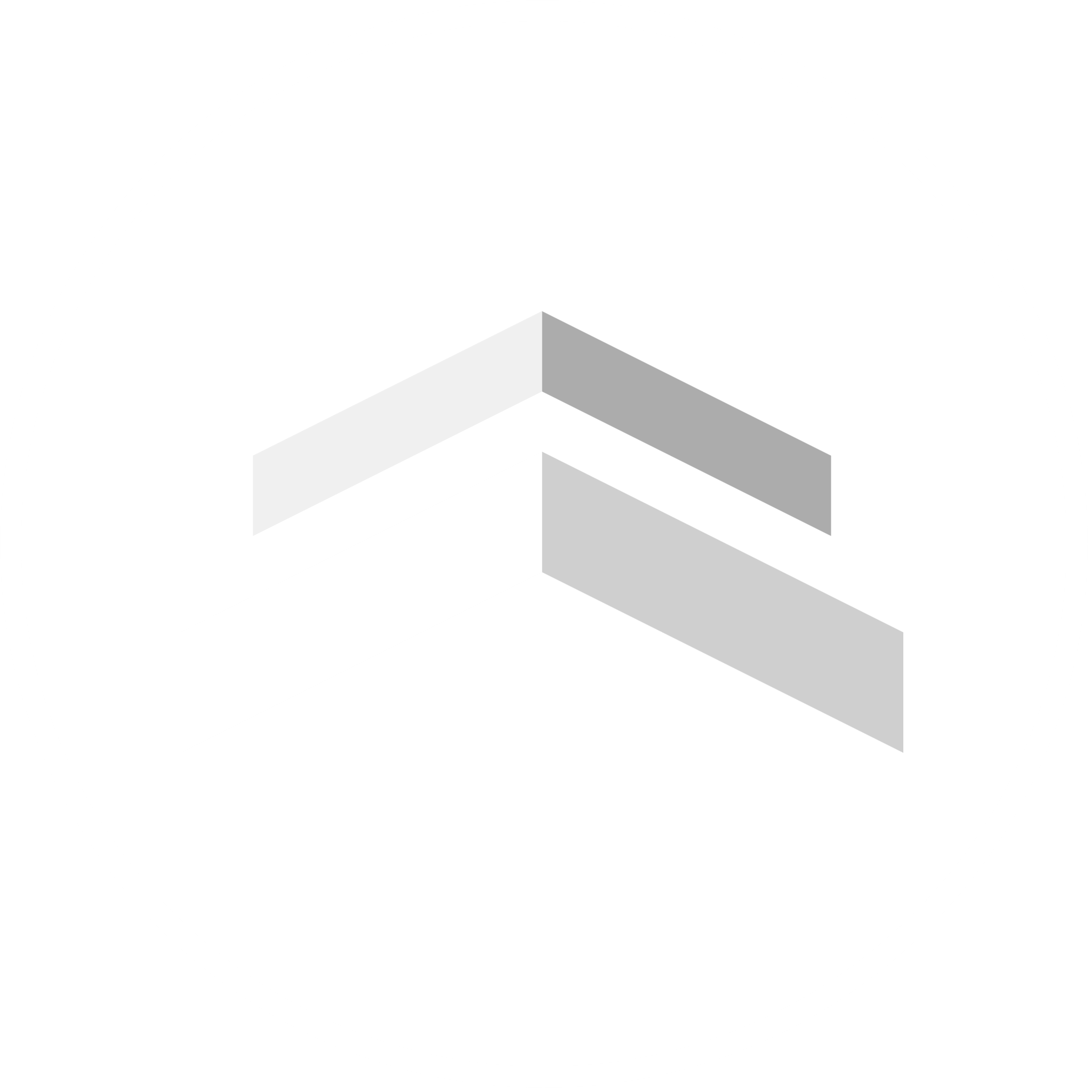
**[Space](#_top" \o "Space Shooter 🛩️)****[Shooter ](#_top" \o "Space Shooter 🛩️)**

**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](https://www.microsoft.com/windows) [PCs](https://en.wikipedia.org/wiki/Personal_computer) and is currently built in [C#](https://en.wikipedia.org/wiki/C_Sharp_(programming_language)) using the [Windows Forms](https://learn.microsoft.com/en-us/dotnet/desktop/winforms) [.NET](https://dotnet.microsoft.com/) [API](https://en.wikipedia.org/wiki/API).

Over time, production may shift to [Unity](https://unity.com), allowing the game to run on more platforms like [Linux](https://www.linux.org) or the [Web](https://www.w3.org). 🌐

# 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](https://en.wikipedia.org/wiki/Cooperative_video_game) (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](https://en.wikipedia.org/wiki/Software_bug) + 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](https://learn.microsoft.com/en-us/dotnet/csharp/) 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](https://en.wikipedia.org/wiki/Gaussian_blur), [filling](https://en.wikipedia.org/wiki/Flood_fill), and [transparency](https://en.wikipedia.org/wiki/Alpha_compositing)) works dynamically (and performantly through [multi-threading](https://en.wikipedia.org/wiki/Parallel_computing)) 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](https://en.wikipedia.org/wiki/Frame_rate) “stabilizers,” [multi-buffering](https://en.wikipedia.org/wiki/Multiple_buffering), timers, and more…
* Designed & edited [this evaluation document](#_top). 📝

# Gallery

## Spaceships

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

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Artillery spaceshipArtillery | Infantry spaceshipInfantry | Rogue spaceshipRogue | Swarm spaceshipSwarm | Swarm droneSwarm Drone |

## Aliens

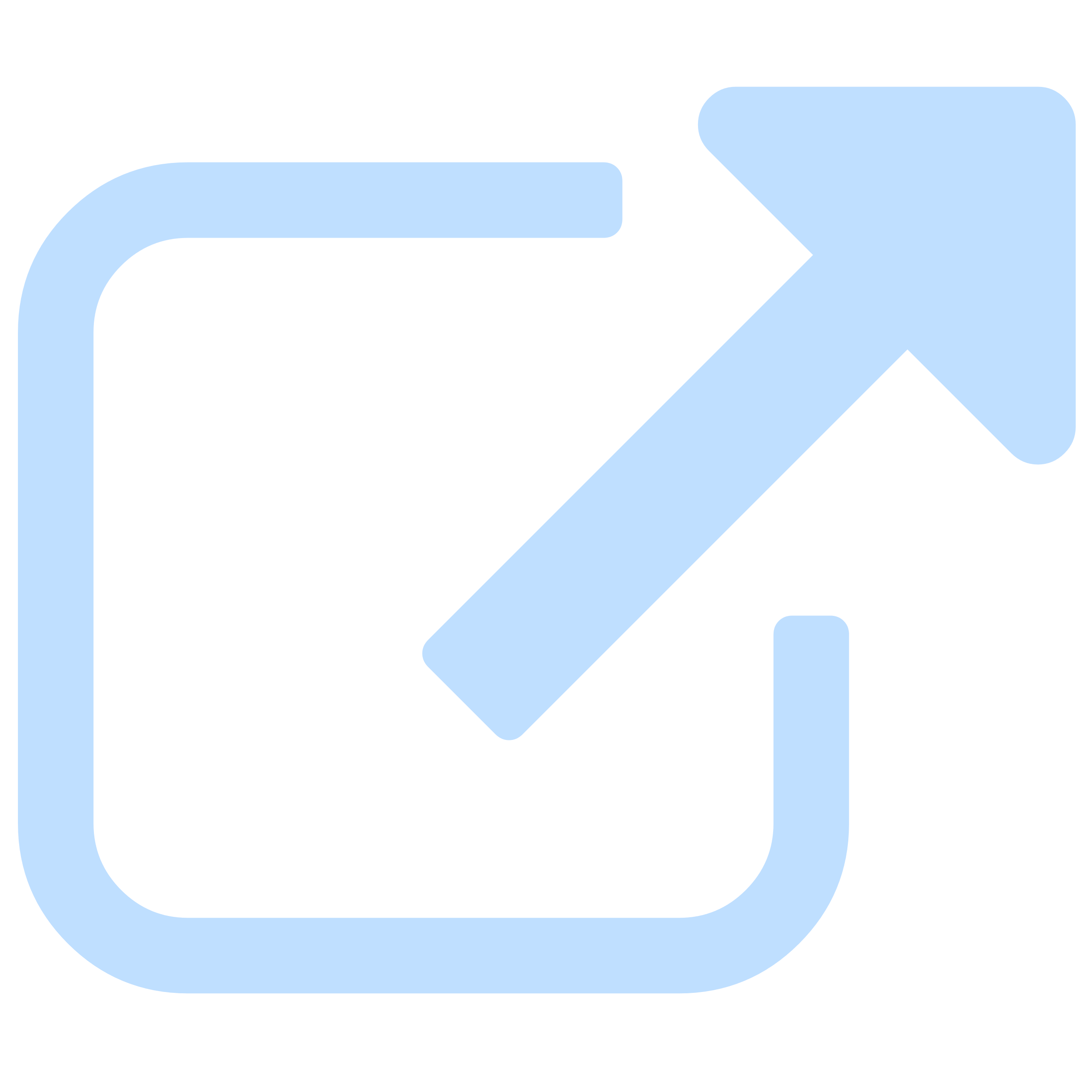
These extra-terrestrials invoke an uncanniness to them that strikes fear into the hearts of even the bravest players.

|  |  |  |
| --- | --- | --- |
| Carrier alien  Carrier | Kamikaze drone  Kamikaze | Man-o’-War alien  Man-o’-War |

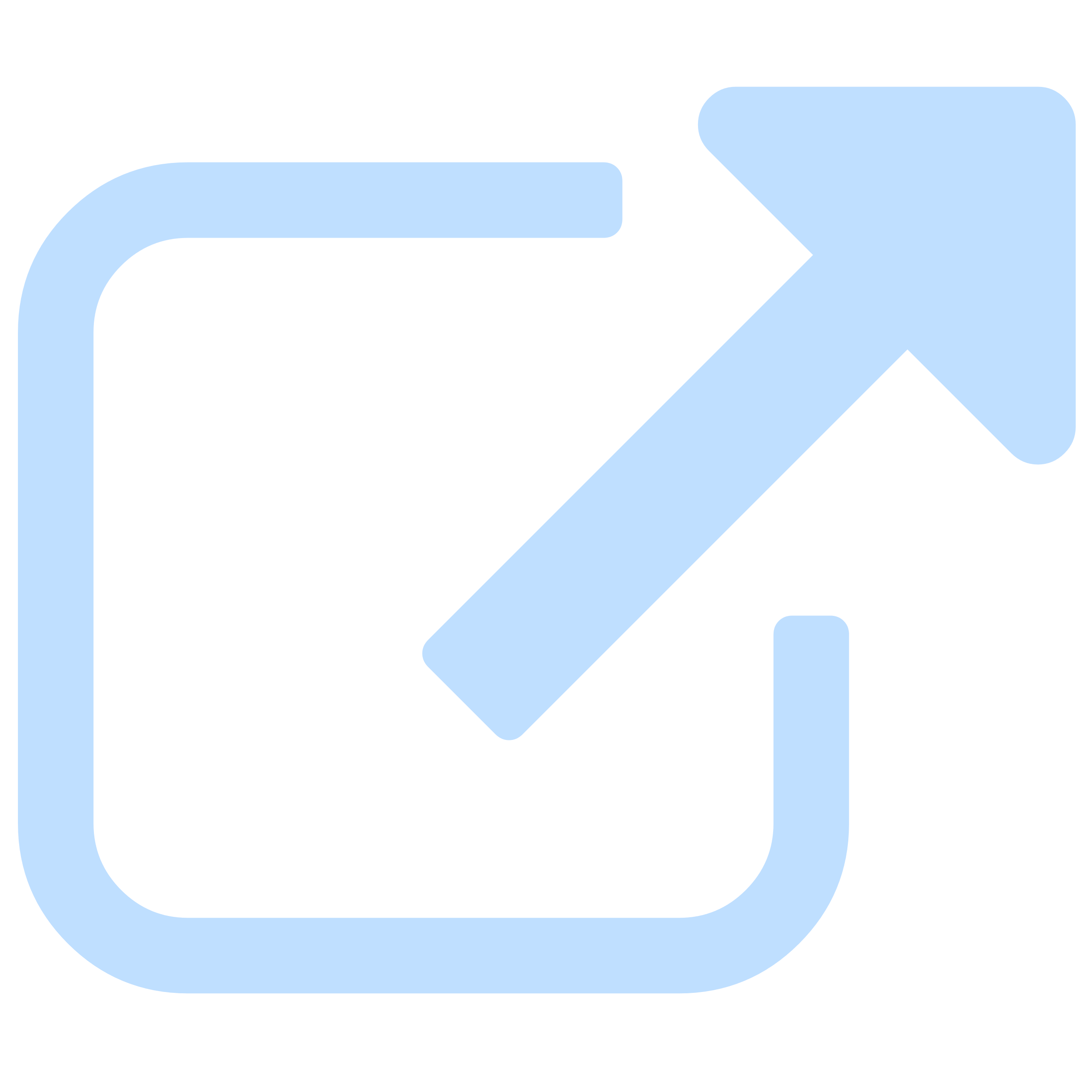
# Credits

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

## Development & Programming

[Lapys (myself) ](https://www.lapys.dev/)

## Music

[Phyrnna ](https://www.youtube.com/@Phyrnna/)