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TEKNOLOGI
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COURSE NAME: OBJECT ORIENTED PROGRAMMING

COURSE CODE: TFB1033

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1.0 Introduction

In the highly competitive genre of space-themed video games, many titles, such as the renowned Space Shooter – Galaxy Attack, follow a familiar pattern of level-based progression and increasing difficulty. While this formula has proven successful, it often leads to a predictable gaming experience where players advance through structured levels and face escalating challenges in a fixed sequence. This approach can sometimes limit the variety and intensity of the gameplay, making it harder for new games to stand out in an overcrowded market.

To address these limitations, we present Swarm Racer—a game designed to offer a refreshing alternative to traditional space shooters. Unlike Space Shooter – Galaxy Attack, which features structured levels and a clear progression path, Swarm Racer focuses on an endless survival mode. In Swarm Racer, players control a spaceship that continuously moves forward, demanding that they navigate and avoid a relentless barrage of obstacles and enemies. This shift from level-based gameplay to an infinite survival challenge introduces a new layer of excitement and unpredictability.

Swarm Racer sets itself apart with several key innovations. The game's automatic movement mechanic simplifies controls, allowing players to focus solely on manoeuvring their ship to avoid hazards and strategically using temporary power-ups. These power-ups—ranging from speed boosts to shields and enhanced firepower—provide critical advantages in the face of increasingly tough adversaries and obstacles. The dynamic and random patterns of enemies and obstacles ensure that each playthrough is unique, maintaining high replay value and engaging players in a constant test of skill and reflexes.

In summary, Swarm Racer addresses the issue of repetitive gameplay in traditional space shooters by offering an endless survival mode that emphasizes real-time reflexes and strategic use of power-ups. This design not only enhances the game's replay ability but also provides a more intense and varied experience, setting it apart from its predecessors and appealing to players seeking a fresh challenge in the vast expanse of space.

2.0 Game Choice

For this project, we took inspiration from the famous game name, Space Shooter – Galaxy Attack. In this game, players control a spaceship and defend against endless waves of alien invaders in space. The game features fast-paced action, various power-ups, and challenging bosses as players advance through progressively difficult levels.

The reason we selected this app is that it has the same basic concepts as Swarm Racer swarm based on enemy waves and striking, reflex driven gameplay. However, while Space Shooter - Galaxy Attack includes levels and structured progression, Swarm Racer will focus solely on an endless survival mode without levels. The player's goal will be to last as long as possible by dodging obstacles and using temporary power-ups to enhance the experience.

3.0 Research on Similar Apps

We researched the "Space Shooter – Galaxy Attack" game. Players control a spaceship to battle waves of enemy ships in space, collecting power-ups and upgrades to enhance their ship's abilities.

The player's ship in the game is made to shoot automatically, allowing them the opportunity to concentrate on moving and avoiding enemy strikes. The number and difficulty of enemy waves rises as the game goes on, which requires fast reflexes and strategic movement. The player encounters difficult boss battles at the conclusion of some levels. Temporary power-ups, such more firepower or speed increases, can be obtained throughout gameplay to give you an advantage in close combat. In addition, players earn points that they can utilize to permanently modify their spacecraft, increasing its potential and their chances of surviving later on.

Swarm Racer and Space Shooter - Galaxy Attack share the basic concept of space survival, however they differ in essential gameplay mechanics and organization. Swarm Racer has no levels and just focusses on infinite survival, whereas Space Shooter uses standard space shooter gameplay with levels and increasing difficulty. In Swarm Racer, the

player's only control over the spaceship's movement is to direct it away from obstacles; to shoot or obtain special skills, they must rely on temporary power-ups. On the other hand, Space Shooter has steady firing mechanics and a planned level progression system with clear objectives.

4.0 Game Concept

The objective of Swarm Racer is for the player to control a spaceship while it continuously moves throughout space. It is up to the player to control the spacecraft to the left, right, up, or down in order to avoid obstacles as the spaceship moves automatically. These obstacles include asteroids, alien ships, and other space hazards that appear randomly throughout the game. The main goal is to avoid these dangers and barriers as much as you can in order to live as long as you can.

Additionally, Swarm Racer introduces a variety of temporary power-ups to enhance the gameplay. These power-ups appear at certain times and give major advantages, such as increased speed, enhanced attack power such as fire, or shields for added protection. This gives the game a more strategic element since players must carefully control the surroundings and wait for the appropriate opportunity to attack the enemy or knock down obstacles. A fast-paced, intense game where survival depends on quick reactions and strategic use of power-ups, the game gradually gets harder as attackers get tougher and obstacles become more common.

This endless survival mechanic, combined with the automatic movement and reliance on power-ups, sets Swarm Racer apart as a dynamic and exciting space shooter focused on reflex-based gameplay.

5.0 Feature List of Swarm Racer

- **Automatic Movement:** The spaceship moves continuously by itself, allowing players to focus solely on controlling the ship's movement in four directions (left, right, up, down) to dodge incoming obstacles and enemies.
- **Dynamic Enemy and Obstacle Patterns:** The game features a variety of obstacles that appear in random or progressively more challenging patterns, ensuring no two playthroughs are identical.
- **Temporary Power-Ups:**
 - **Shooting Power-Up:** Enables the spaceship to temporarily shoot and destroy obstacles or enemies.
 - **Speed Boost:** Increase the spaceship movement.
 - **Attack Power-Up:** Increases the firepower of the spaceship's shots when the shooting power-up is active.
 - **Shield Power-Up:** Protecting the spaceship from any obstacles like asteroids.
- **Endless Survival Gameplay:** There are no stages in this survival-based game. The goal is for players to survive as long as they can by avoiding and overcoming waves upon waves of obstacles and opponents.
- **Progressive Difficulty:** As time passes, the game increases in difficulty with faster enemies, more obstacles, and trickier environmental hazards, keeping players on edge.
- **Score-Based System:** Players' performance is measured by how long they survive, with a high-score system to encourage competition and replay ability.

6.0 Conclusion

In conclusion, Swarm Racer is a creative modification of the swarm attack genre that offers players an intense, reflex-based space survival game. Swarm Racer presents a unique challenge by emphasizing an endless survival mode in which the player must constantly avoid obstacles and enemies while depending on temporary power-ups for both offensive and defensive advantages. The dynamic enemy patterns, progressive difficulty, and automatic movement mechanic guarantee that no two playthroughs are the same, which keeps the gameplay interesting and engaging. Different from more conventional space shooters like Space Shooter - Galaxy Attack, Swarm Racer will appeal to players looking for a test of skill and endurance thanks to its easy yet difficult gameplay. The competitive high-score system and the game's emphasis on survival over level progression make it more replayable and give the player a more nuanced experience. Swarm Racer strives to be an all-around exciting and intense space shooter that rewards rapid thinking, accurate movement, and strategic use of power-ups.