Objective: To make a simple game using LÖVE 2D.

IDEA: Make an arena type game. Think of, PewPew Live. Enemies appear off screen and attack the player by ramming or shooting. Use free assets from the internet.

Want:

1. The game window must be a consistent 4:3 aspect ratio. Do not make the window resizeable so that it wouldn’t be confusing af to implement. Support very specific resolutions a.k.a. round numbers.
2. Have a main menu where the player can press the play button or the settings button. We can implement settings later.
3. When the user presses play, immediately drop the player into the game.
4. The gameplay:
5. The player is a ship that can move into discrete positions. They start in the middle of the map and can move left, right, up, or down at certain times. Whenever they move, a cooldown is triggered where they can’t move at all. The adjacent “cells” light up when they player can move.
6. The player can shoot in all directions.
7. There are 3 enemies to deal with:
8. The basic shooter flies at a straight line and shoots at the player’s direction plus or minus a few degrees of randomness.
9. The spider lies on the player’s grid. Slowly moving towards the player through adjacent cells.
10. The orbiter revolves around the player, shooting at the player in regular intervals.
11. When an enemy bullet or an enemy hits the player, the player dies instantly.
12. Every second a player lives, points are added to the scoreboard. The player gains points for hitting enemy bullets as well as killing enemies.
13. The gameplay is endless, the more points obtained the better. The longer the player lives, the faster the spawnrates of the enemies, the faster the attack rates of the enemies, and the faster the player’s movement cooldown, and the harder the game is.
14. When a player dies, fade to 50% alpha and show the player’s final score as well as store it in a file.