

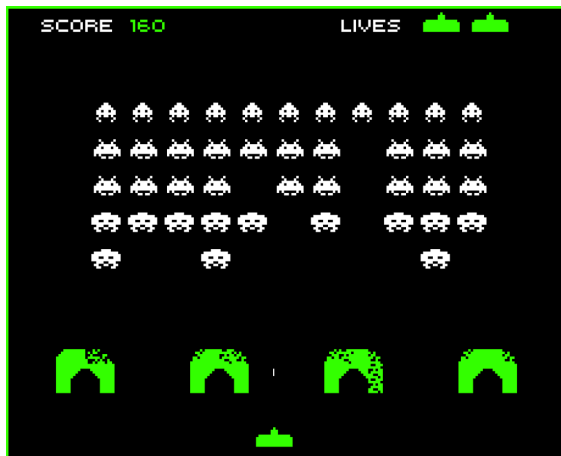
CSE 165 Project Proposal Spring 2022

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Topic: Video Game (Space Invaders)

For our project, we plan to make Space Invaders in QT and OpenGL. For this video game, we are going to divide the tasks up into 3 parts, designing and implementing the main spaceship that the user controls, designing and implementing the other spaceships that move around autonomously, and lastly designing the environment and implementing a score system for the user to see.

Visual Example:



Backup Plan: We were also thinking of developing and implementing the Google Chrome Dinosaur Game using QT and OpenGL as an alternative option. For the Dinosaur game we would think about the obstacles moving towards the target as well as the target jumping over the obstacle. Similar to space invaders we would come up with a points system to keep the user engaged.

Visual Example:

