Space shooter game using LibGDX Java Library

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About LibGDX

Framework not an Engine

Pros

- Open source
  - Create your own helper methods
  - If something is missing, add it
  - Easy to import other frameworks
- Written in Java
  - Easy Android implementation
- Great community of passionate developers
  - Discord questions answered quickly
  - 24 hour help from experienced dev's
- Increase skill in using Java
  - Nothing hidden from user

Cons

- Steep learning curve
  - No GUI to aid in game making
  - Not accessible people without coding experience
  - Low-Level(not necessarily bad)
- Not ideal for 3-D game making
  - Requires a ton of code to make 3-D games work.
  - Possible, but not practical

Project Time Goals

Overambitious initial goals

- Unimplemented goals
  - Boss battles
    - Would take too much time to create bosses that are *meaningfully* different and more powerful than base enemies
  - Upgrades
    - Given our inexperience with the library, we did not have enough time to employ random drop upgrades which alter player ship's firing. (may attempt to implement before final submission)
  - Spacebar to shoot – We will be attempting to implement this
  - Multiple levels

Changes Since Midterm

EVERYTHING

- Slow start to project due to steep learning curve of libGDX
- Player ship was created, but could not move
- There were no enemies
- There were no animations(nothing moved)
- No sound
- No main menu or game over screens

Demonstration

Hooray, it's a game.

Implementation

Requirements

- IDE that supports JAVA
- Access to GitHub
- A link to our GitHub
  - https://github.com/MShumaker24/GVSU-CIS350-TeamRetro.git