FINAL PRESENTATION

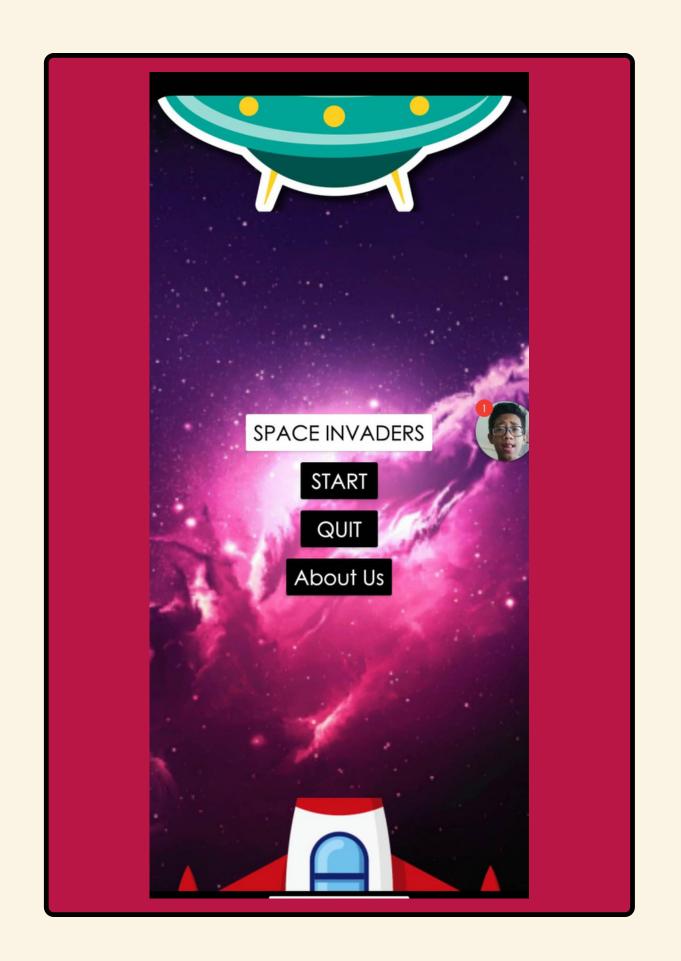


GROUP 2

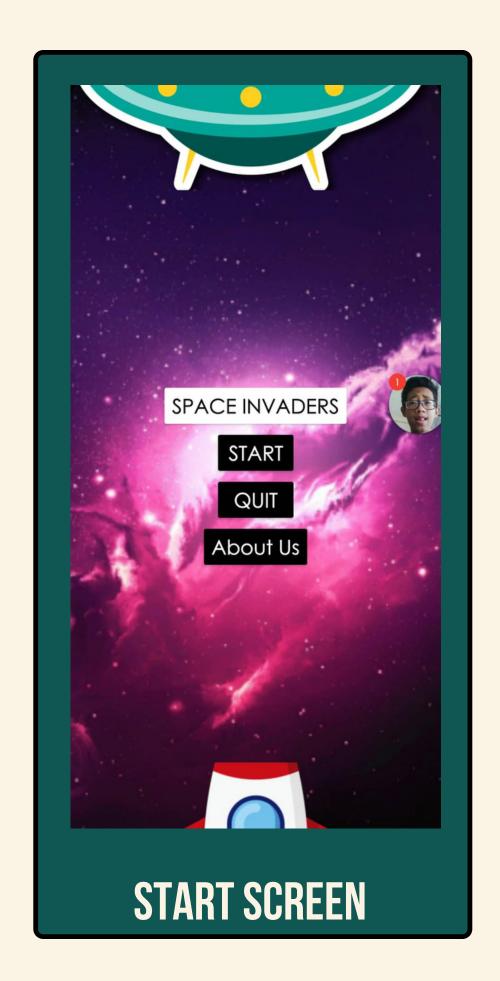
CRUZ, JOSHUA ANGELO
ENCINA, DANIEL
ESTRADA, MARK VINCENT
LARION, JOHN LOUDE
PURA, KEVIN

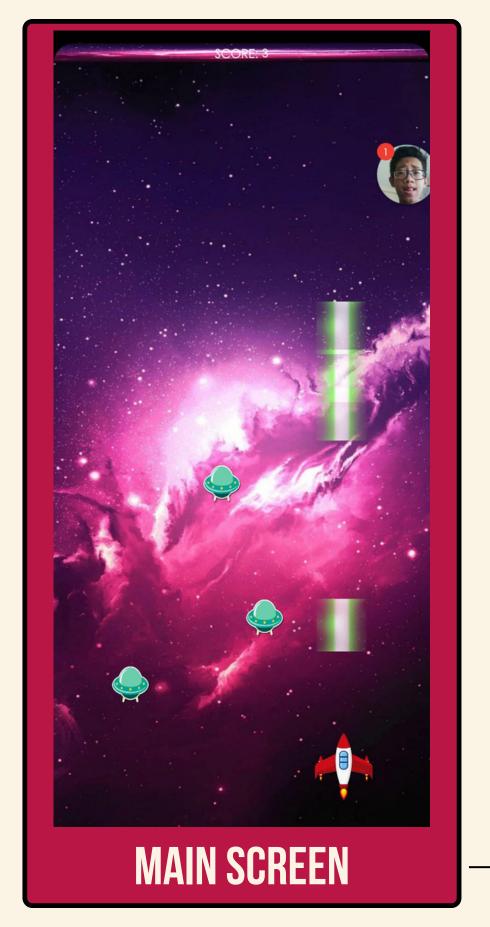
PROJECT

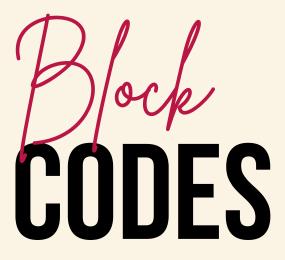
Space Invader is a shoot 'em up mobile game and the player has the ability to freely move horizontally and shoot aliens who invade our territory. It is an application that has been developed using Kodular and the language used is block-based programming











This application was programmed using block codes that can be found in MIT App Inventor and Kodular.io

```
call Notifier1 . Custom Choose Dialog
call MovingImage1 . Movelma
                                                                                               cancelable
call [MovingImage1 * .MoveImag
                                 rocket_Arrangement5
call Notifier1 . Custom Choose Dialog
```

```
initialize global splash to (0
initialize global (list) to ( make a list
                                       Hello World!
                                       Thank you for using our app!
                                       BSCS 3A LETSS GOOOO
                                       Hi Maam Dawn!
                                       Easter Egg
                                       How are you?
when Screen1 .Initialize
do call MovingImage1 .MoveImage
                                       saucer.png
    set Linear Progressbar1 . Progress to
     Horizontal_Arrangement1
do call Notifier1 .Show Alert
     Clock1 ▼ .Time
do set global splash 🔻 to 🛚
                                 get global splash
    set Linear_Progressbar1 . Progress to get global splash
                 get global splash = 100
    then open another screen screenName Start screen
```



CONTENT MAP

LEVELS

USER-FRIENDLY

The developers made different levels for our end user so that they won't get bored playing one single mode in Space Invaders. every level, the ufo becomes faster, making it more challenging, this will test the reflexes of the user (be careful of broken fingers)

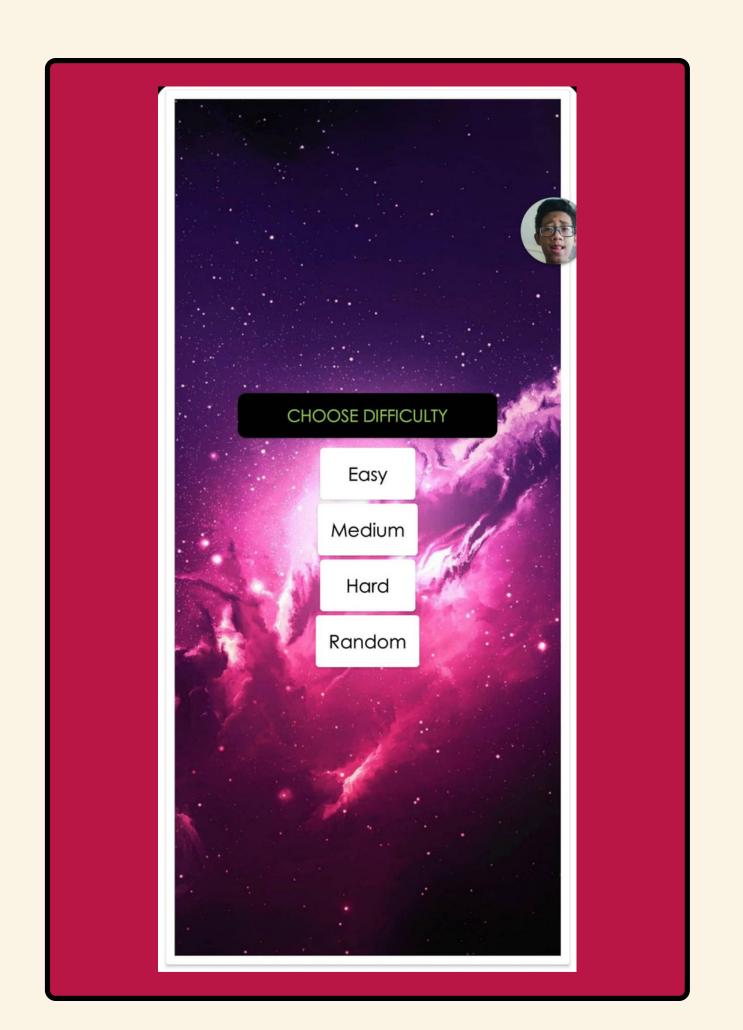
It is a user friendly experience that can be played any age without being complicated, can be easily understandable, and overall accessible. It has visual content that can appeal anyone.

Moose your

Easy - 1 UFO present, the speed of both laser and UFO is slow

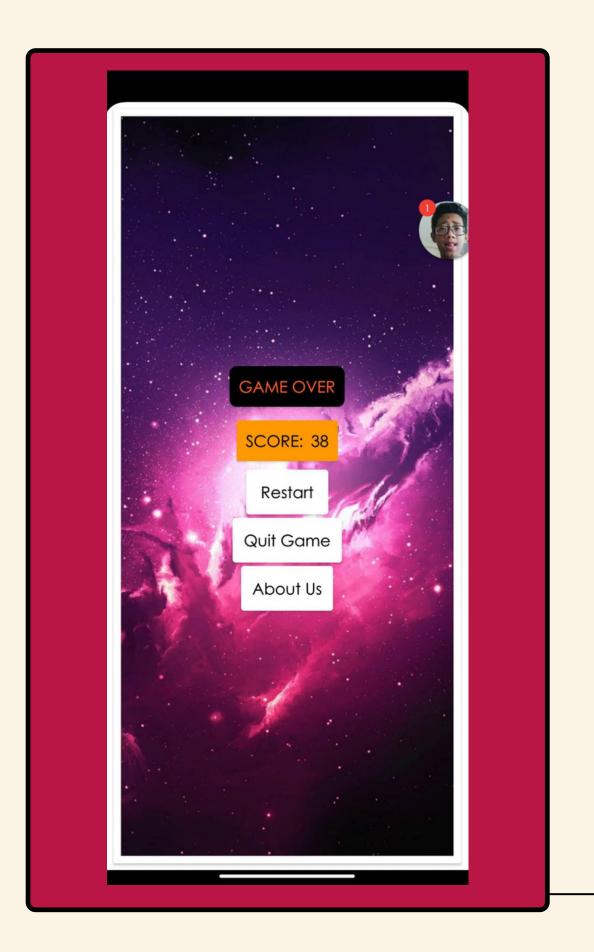
Medium - 2 UFO present, the speed of both laser and UFO is fast

Random - both lasers and ufo have random speed and direction they're heading to











FOR LISTENING

Sincerfy Group 2