

Space INVADERS

GROUP 2

CRUZ, JOSHUA ANGELO

ENCINA, DANIEL

ESTRADA, MARK VINCENT

LARION, JOHN LOUDE

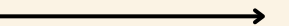
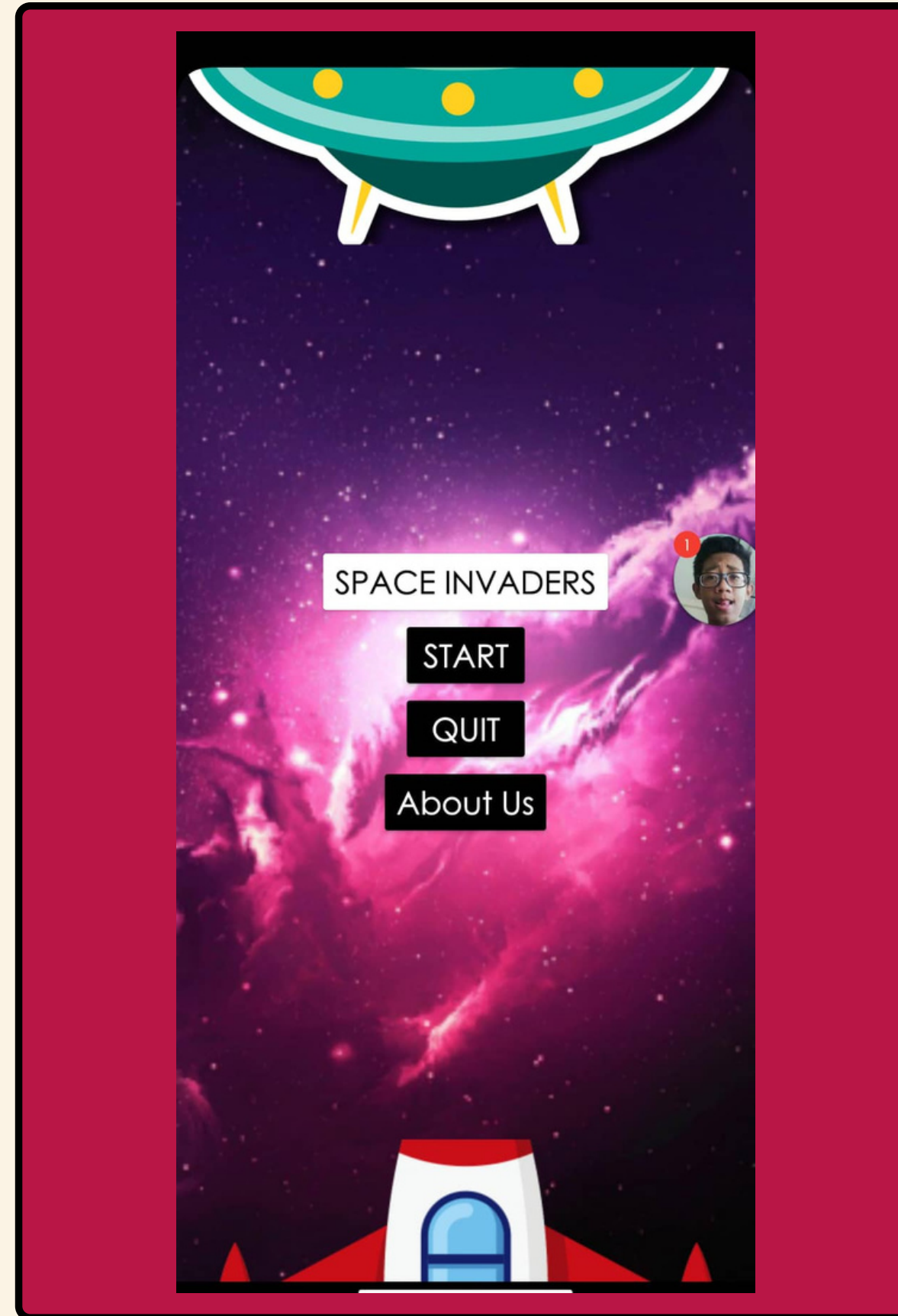
PURA, KEVIN



SPACE INVADERS

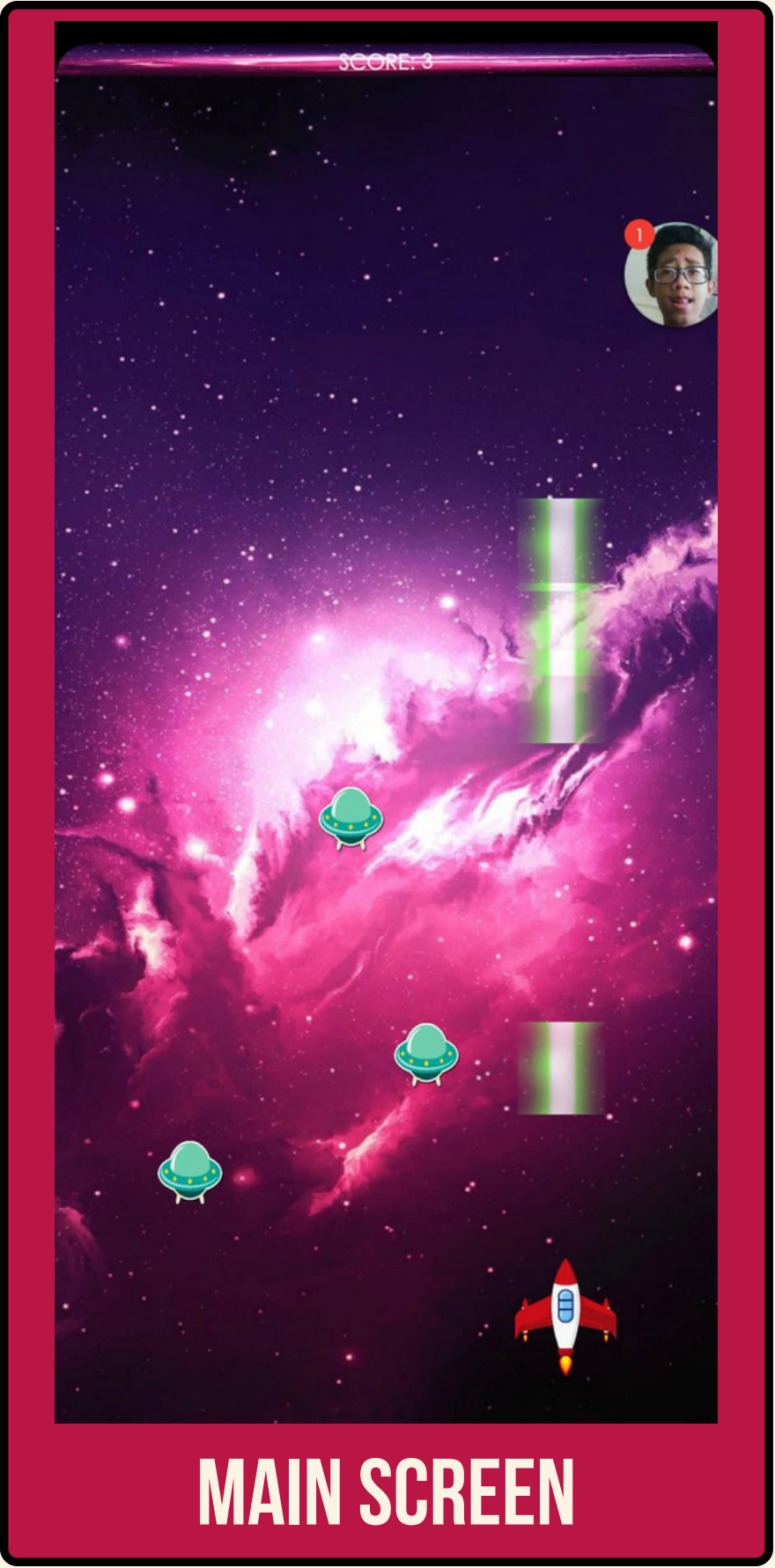
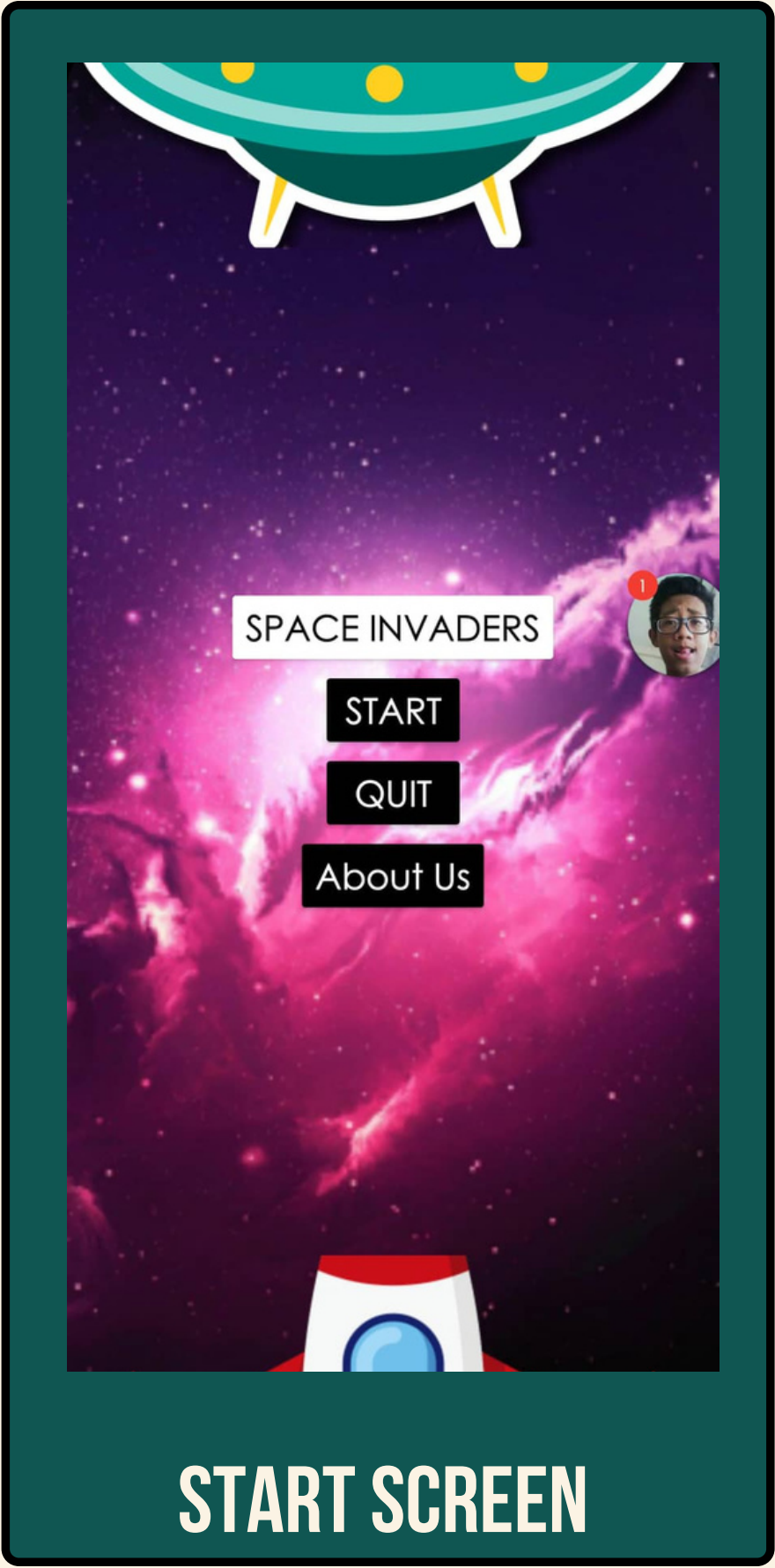
About PROJECT

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



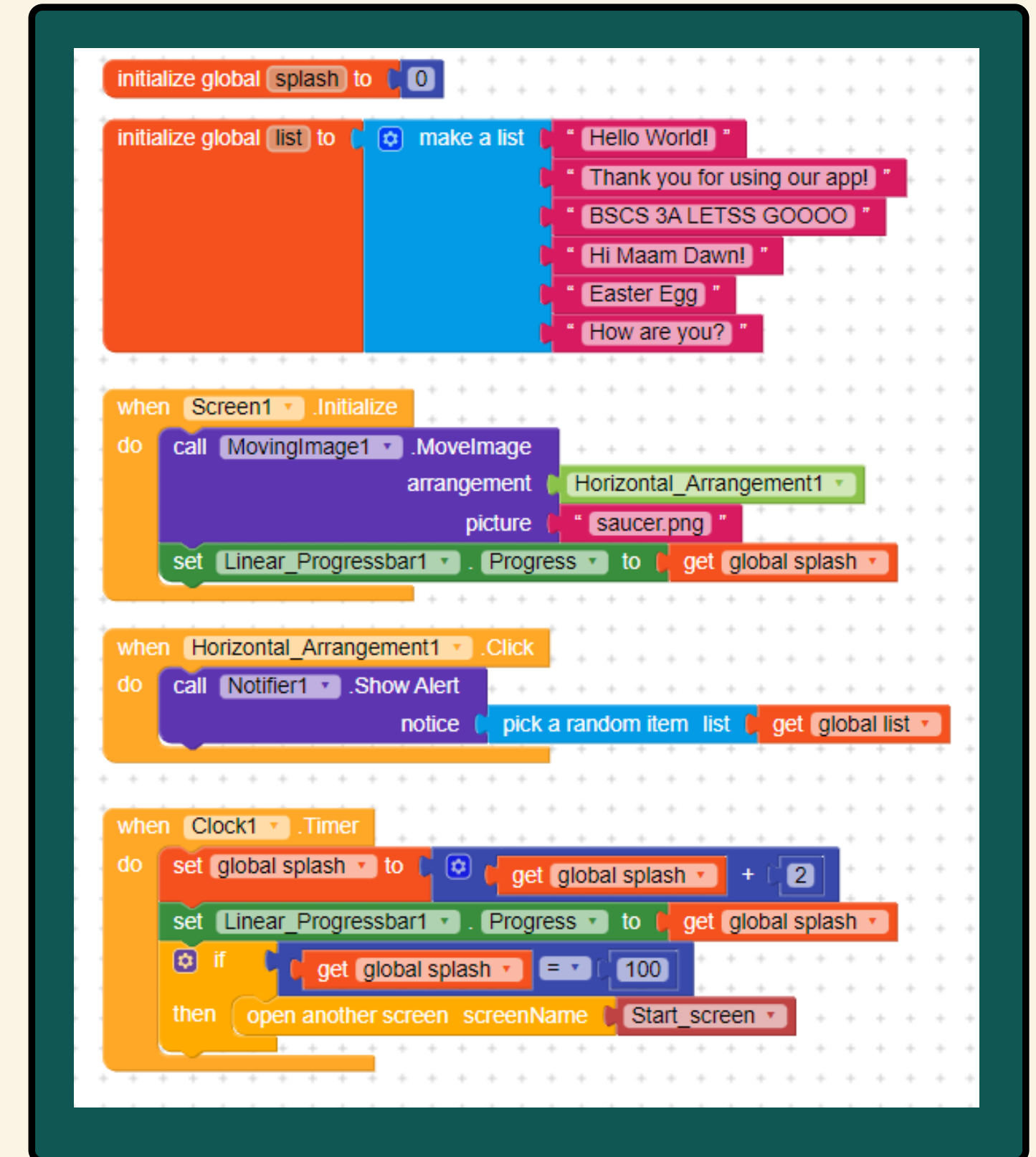
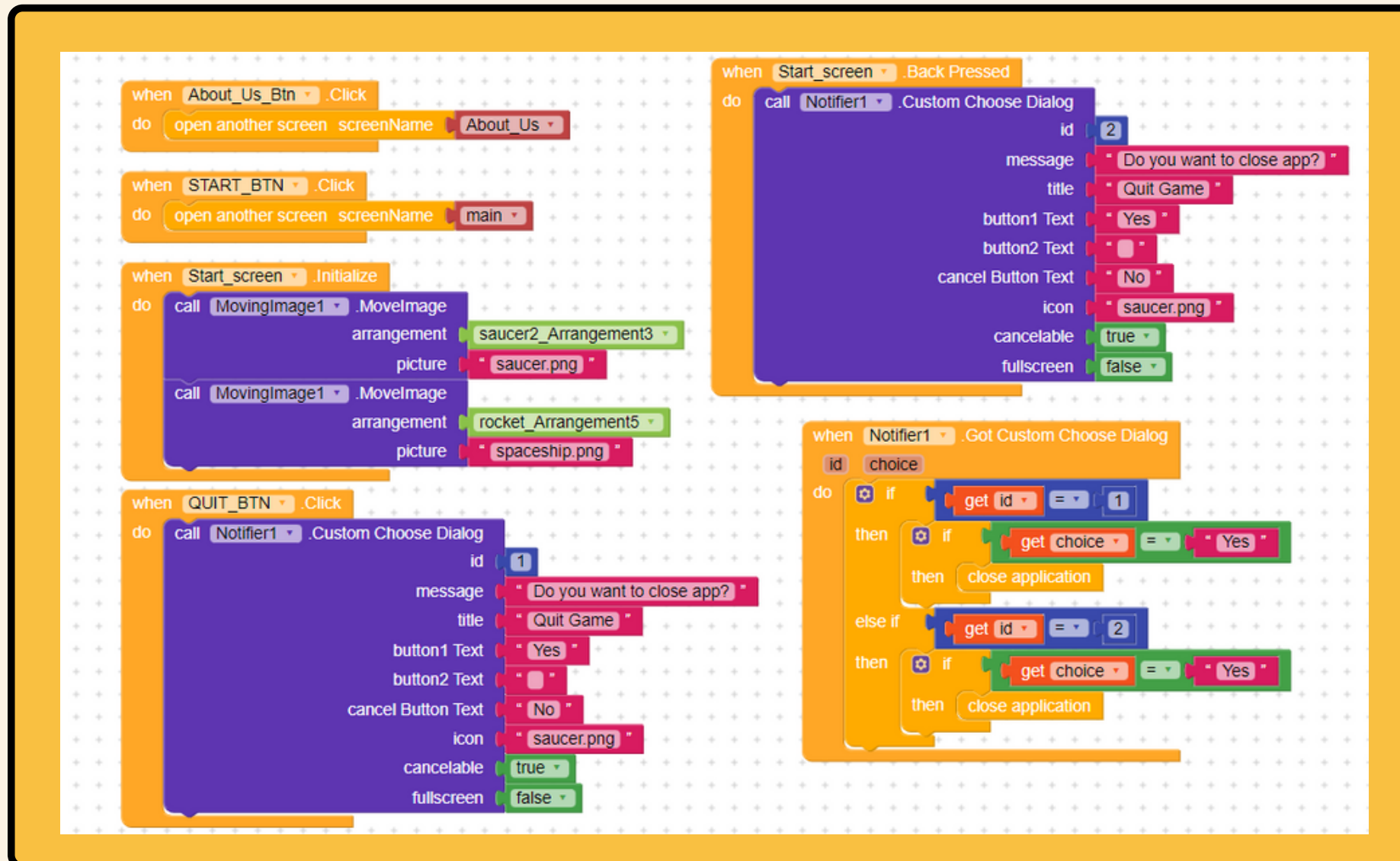
SPACE INVADERS

Design
LAYOUT



Block CODES

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



SPACE INVADERS

Features and **CONTENT**



CONTENT MAP

LEVELS	USER-FRIENDLY
<p>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)</p>	<p>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.</p>



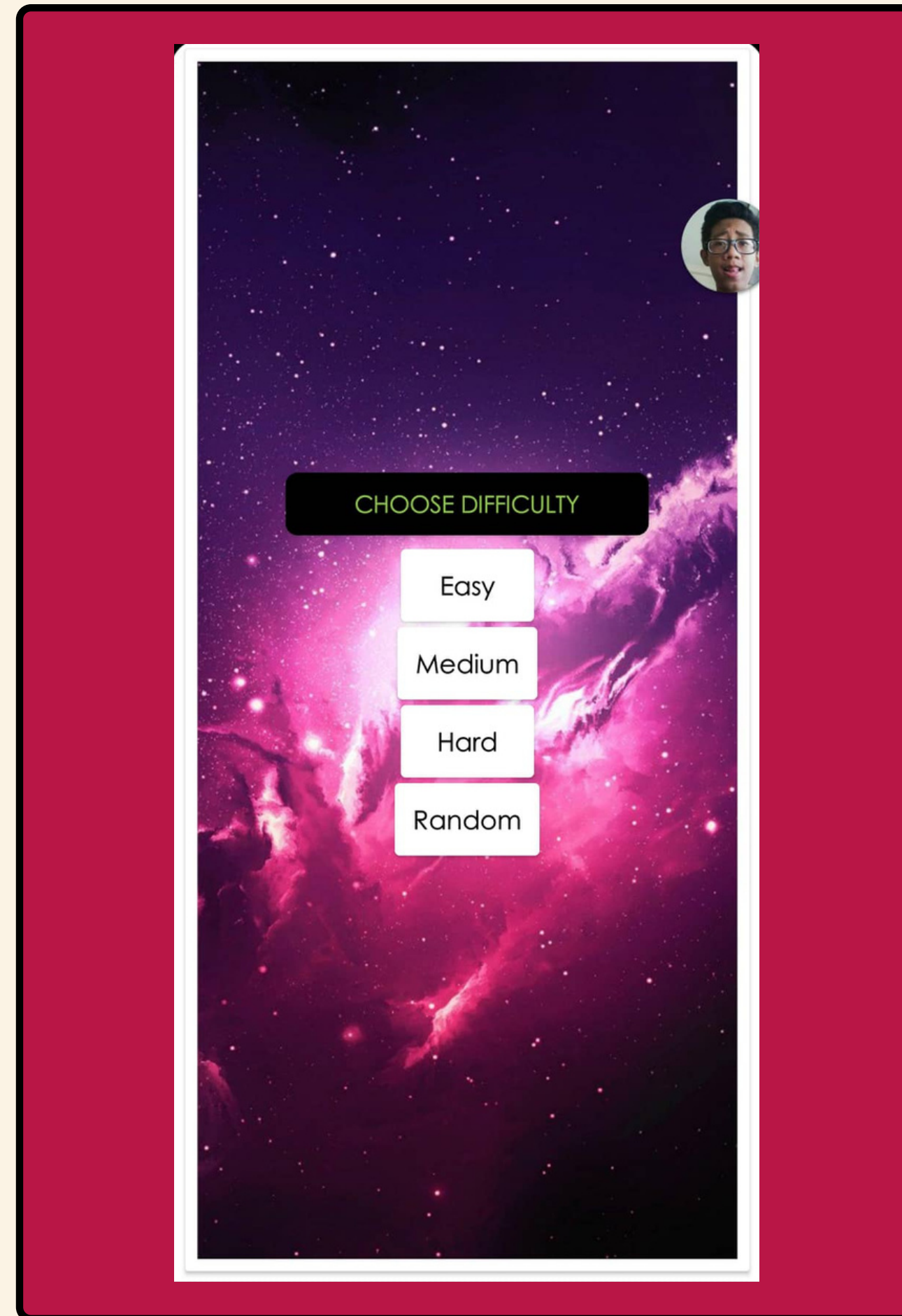
SPACE INVADERS

Choose your
LEVEL

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

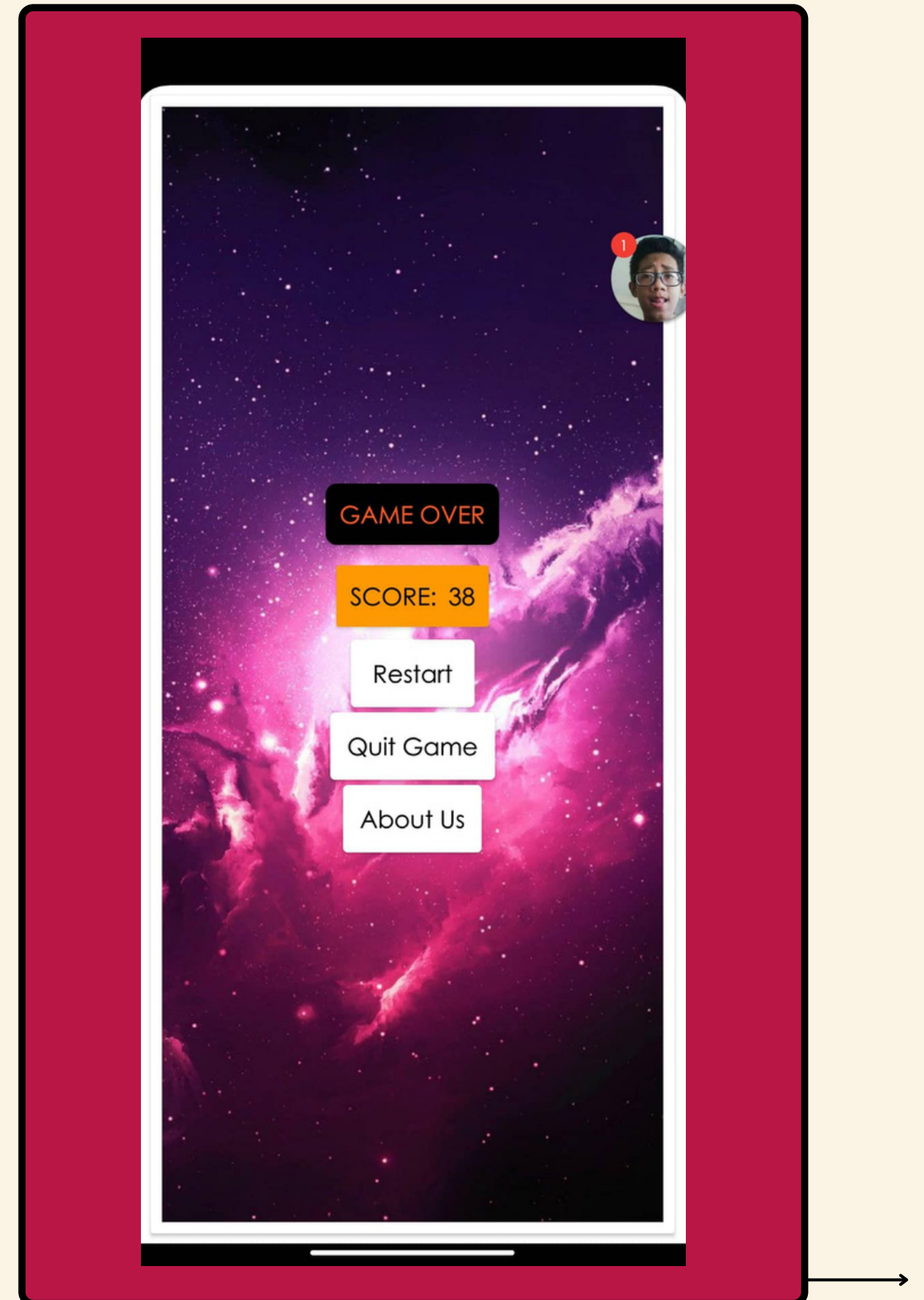
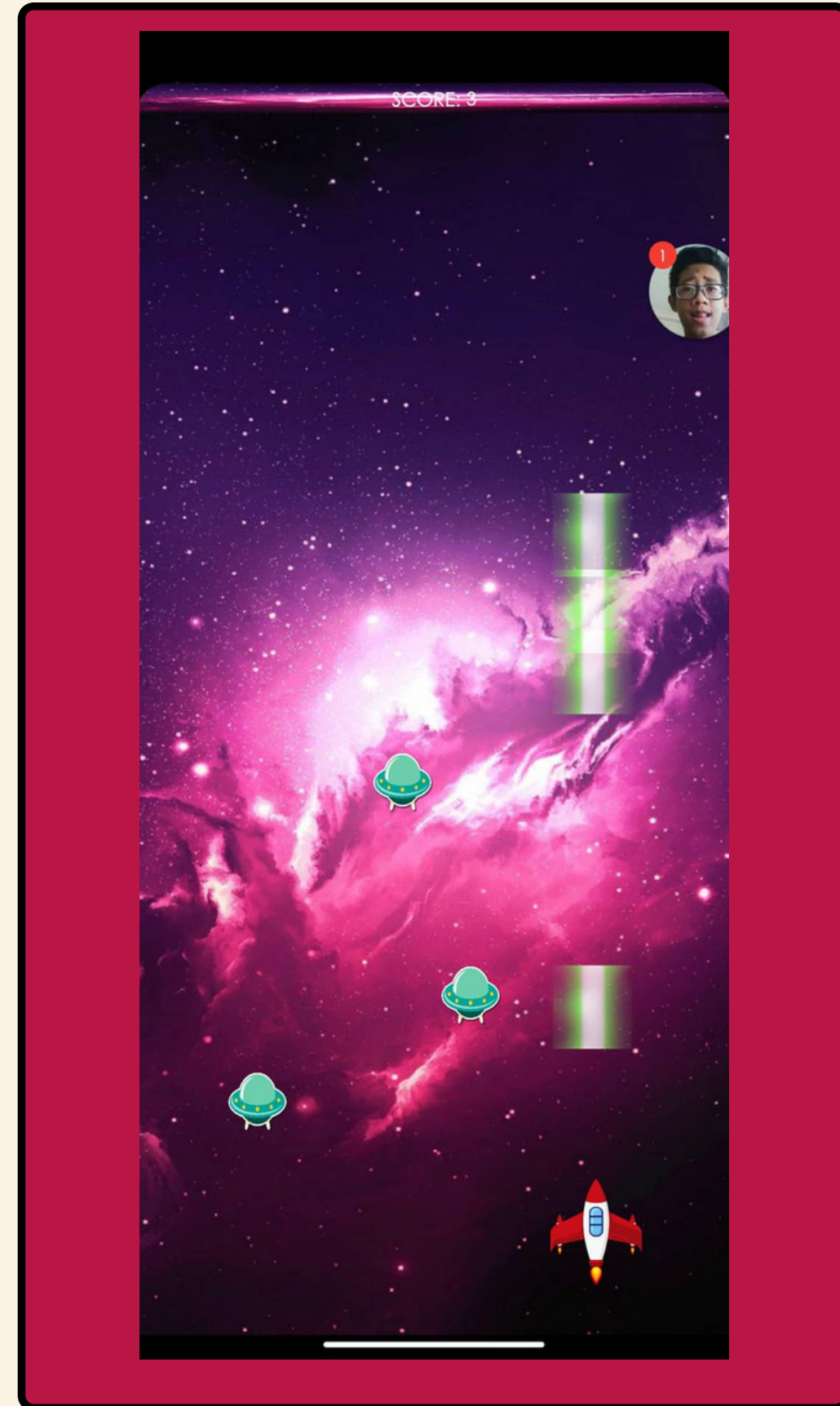
Medium – 2 UFO present, the speed of both laser and UFO is fast

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



SPACE INVADERS

In-game GAMEPLAY



SPACE INVADERS

Gameplay
DEMO

SPACE INVADERS

Thank you
FOR LISTENING

Sincerely Group 2