

# SPACE EVADERS

Matthew Davies 300198360

Final Project

CMPT 1267 (Game Development I)

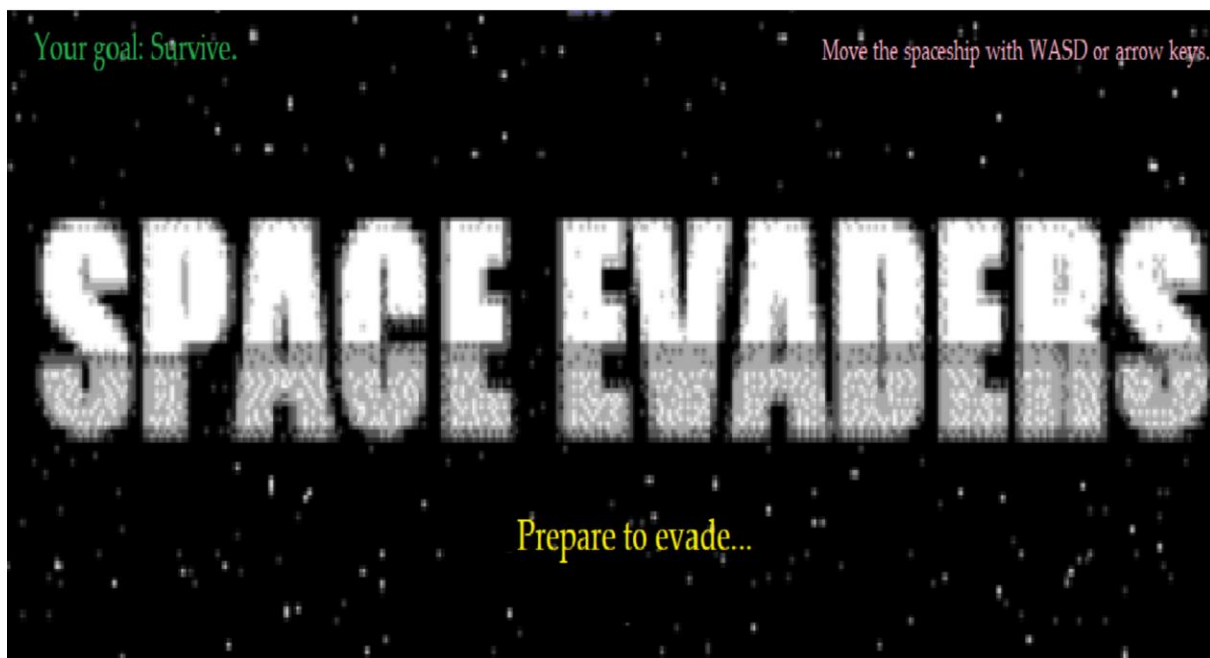
Instructor: Mohammad Aboofazeli

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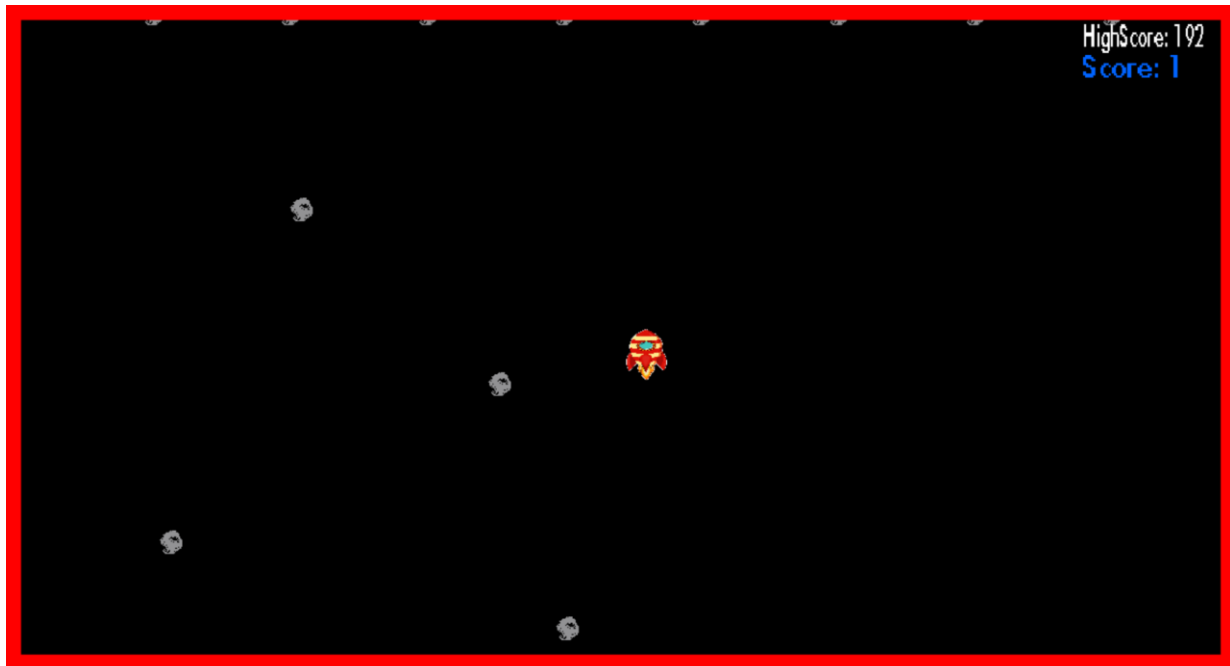
## About the game:

When you run the program, you will see a title page and music will begin to play (the music is borrowed from the 2018 2d platformer game “Celeste”). (Sprites, collision sound effect, title page, and game over screen borrowed from various internet sources as well).

Title screen:



This page will show for 5 seconds, then the game will begin. The screen will change to this:



You control the spaceship with WASD or arrow keys, and the goal of the game is to avoid the moving meteors for as long as possible. A point is awarded for every second of survival, and surviving becomes more difficult as the game progresses. Four meteors spawn in somewhat random positions across the screen, with 8 more waiting at the top, under the red bar. Each meteor is given a random speed at game start, which slowly increases over the course of the game. Additionally, the meteors hidden at the top of the screen will enter the play area at different intervals throughout the game (10, 25, 45, 70, 100, 135, 175, 220). Here is what it looks like with all 12 meteors in play (they will be moving of course):



When you eventually crash into a meteor, you will see a game over message and have a chance to see your score. The program will shut down after 5 seconds.

