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Cart 253: Creative Computation I

November 12th, 2019

Project 3: Prototype 1

The game I'd like to create for the final project is an interactive dodging game called Space Dodgers. The goal of the game is to dodge the meteors in order to get to your home planet safely. If you manage to dodge the meteors successfully, you win the game. If not, you lose, and the spaceship is destroyed. This game will use elements mainly from Exercise 2 and Project 2, including arrays, random noise, arrow keys, and more.

The game will consist of 3 main elements; a spaceship, an energy star, and meteors. The spaceship will be controlled by the player through the use of the arrow keys. The arrow keys will allow the player to move the spaceship and avoid the incoming meteors. The spacebar will also be used to allow the spaceship to shoot lasers at the meteors in order to destroy them. The Energy Star will be a mini health pack floating around at high speeds. It will take the form of a small glowing star and the player will have to catch that star while dodging the meteors in order to get enough health to survive. The meteors will come in 3 different types; Bronze, Silver and Gold. The Bronze meteors will cause minimal damage to the spaceship and can be destroyed by the spaceship's lasers. The Silver Asteroids will cause greater damage and cannot be destroyed by the lasers. The Gold Asteroids will cause a one-hit KO and end the game immediately. The spaceship's health will be shown via a health bar attached to it and/or it will shrink.

The game will follow the storyline that an alien spaceship is returning home from a mission, but he must pass the asteroid field in order to safely get back to his home planet. The game will have a starting message, introducing the game and the story. The game will consist of three stages of asteroids. It will start with only the Bronze Asteroids coming towards the spaceship on the right side of the screen, which as previously stated can be shot down. Once the spaceship successfully dodges a certain number of Bronze Stage, the Silver Asteroids will show up alongside the Bronze Asteroids. Once a certain number of successful dodges is reached, the Gold Asteroids will show up as the final stage. The player must survive all the asteroids long enough to win the game. When the spaceship's health has gone down to zero, the player loses, and the game will display a game over message. Once the player has successfully passed the final stage, they win the game and are rewarded with a winning message.