Following are the requirements for C# GUI game development

1. Your game should have at least 1 player controlled with keyboard keys
2. Your game should have at least 3 different types enemies having different functionality in terms of firing and movement mechanism
3. Proper Firing System of the Enemy with the progress bar to show the health of the enemy. After minimum 3 hits one enemy should die.
4. Proper Scoring System. Scoring Pills should be present in the game that will increase the score of the player.
5. Proper Health System of the Player. (i.e. player health will decrease after getting hit by the fire and after 3 or 4 hits he will die).
6. Health pills should also be present in the Game that will increase the health of the player by some value.
7. Proper Life system. Lives can be increased by collecting some kind of bonus in the game or reaching to a specific score.
8. Randomness of the appearance of enemies or items.
9. Different walls in the game. players or enemies cannot pass those walls.
10. Minimum 2 levels of the game. After reaching some specific score another level should appear with difficulty level increased.
11. Proper Assets should be used according to the theme of the Game.

Note:

1. Remember there will be Bonus Marks for the innovative ideas of the game.
2. This time direct F will be assigned if any student gets caught in plagiarism case. No second chance will be given.
3. Game evaluation will be conducted in the labs of next Week.
4. Documentation of your Game Framework should be made. Instructions will be given later.