Game Plan for MySpaceGame

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Overview

MySpaceGame is a simple space shooter game where the player controls a spaceship 😎 and must shoot down enemy emojis 😡 while avoiding their attacks. The game gets progressively harder with each level, as more enemy emojis appear and their attacks become faster and more frequent.

Game Mechanics

- The player controls a spaceship using the arrow keys or the 'WASD' keys to move in four directions (up, down, left, right).

- The player can shoot lasers at the enemies using the space bar.

- The enemies move in random patterns and shoot lasers at the player.

- The player has a health bar that decreases when hit by enemy attacks.

- The player has three lives, and the game is over when all lives are lost.

- The game has multiple levels, and each level has more enemies than the previous level.

Game Flow

1. The game starts with a splash screen that displays the game title and instructions on how to play.

2. When the player presses the 'Start' button, the game transitions to the first level.

3. In each level, the player must shoot down a certain number of enemies to progress to the next level.

4. The player can collect power-ups that increase their health or give them temporary invincibility.

5. If the player loses all their lives, the game is over and the player can choose to restart the game or quit.

6. If the player completes all levels, they win the game and can choose to restart or quit.

Level Design

- The game has multiple levels, each with a different number of enemies and difficulty level.

- The enemies move in random patterns and shoot lasers at the player, with increasing speed and frequency in each level.

- The player must shoot down a certain number of enemies to progress to the next level.

- The player can collect power-ups that increase their health or give them temporary invincibility.

User Interface

- The game has a simple user interface that displays the player's health and lives.

- The game displays the current level and the number of enemies the player must defeat to progress to the next level.

- The game displays the player's score and the high score.

- The game has a pause button that allows the player to pause the game and resume later.

Audio and Visuals

- The game has background music and sound effects for shooting, enemy attacks, and power-ups.

- The game has simple 2D graphics with sprites for the player, enemies, and power-ups.

- The game has a parallax scrolling background that creates the illusion of depth.

Testing

- The game should be tested for bugs and errors in different operating systems and screen resolutions.

- The game should be tested for difficulty level and balance to ensure that it is challenging but not frustrating.

- The game should be tested for responsiveness and smooth gameplay to ensure that it does not lag or crash.

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