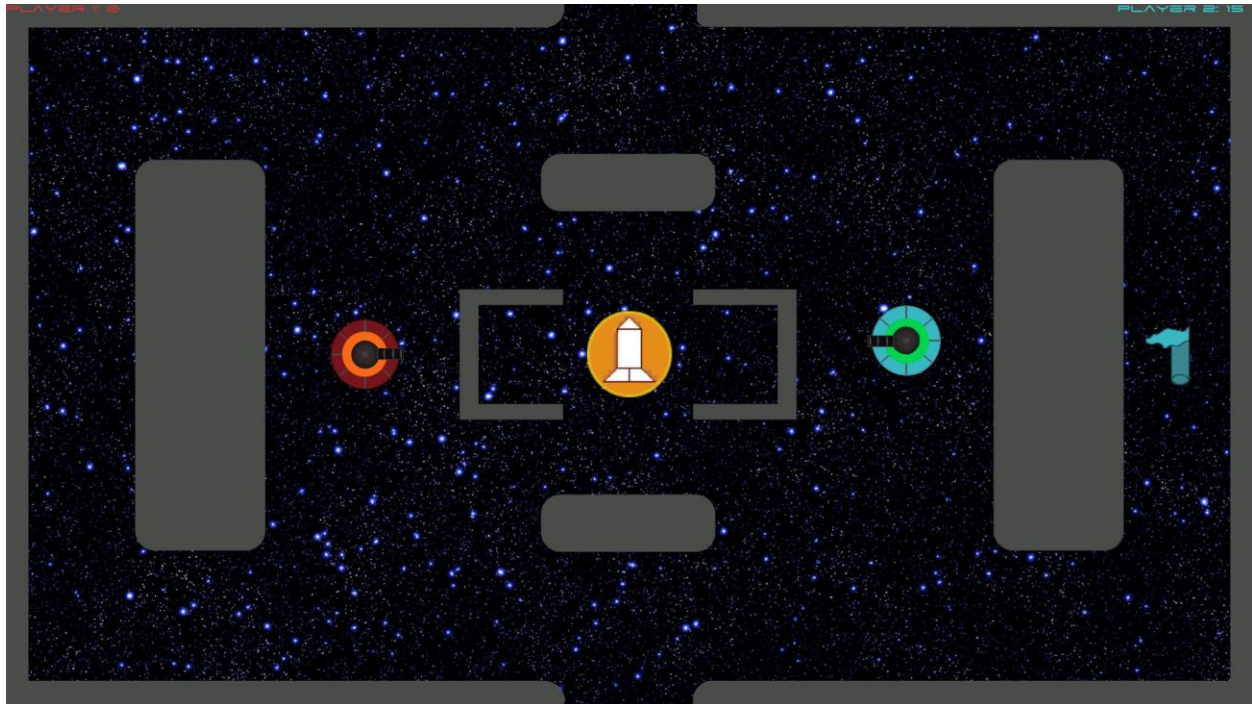


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Space Fighters 2D

Space Fighters 2D is a two player, top down, arcade shooter. Inspired by games like Asteroid, Combat, Pac Man, and Capture the Flag. The goal of the game is to fight the other player till you get bored! The winner is the player with the most points. NOTE for some reason the HTML file does not run on google Chrome please run on Microsoft Edge.



How to play: Player One (Red Ship) controls its ship with WASD and shoots lasers with the Left Control Button. Player Two (Blue Ship) controls the ship with the Arrow Keys and shoots lasers with NUMPAD 0 or Right Control Button. The goal of the game is to rack up as much points as possible till you get bored. A player gets points from blasting each other (1 point), Collecting the opponent's flag (3 points) which awards you with faster laser speed, and after either player get 11 points or more the game will spawn a power up coin. The player who gathers the power up going will receive tracking missiles. The gray boxes are object the players can hide behind and the gaps on the top and bottom of the map are teleports to the other side of the map like Pac Man. NOTE: I have yet to be able to fix a glitch that sometimes gets the player stuck off the map if using the teleports. Just keep the player moving up or down and it will correct itself or shoot the player that is stuck to reset player. The design decisions I tried to implement was to have a shoot game with capture the flag elements as well as powerups and teleports to the other side of the map. I could not figure out how to get the flags to respawn after they were captured by the opponent. If I had more time I would fix the teleporting issue, add a win and lose condition with a start and end game menu, I would also try to figure out my flag respawn issue, and finally I would love to have more upgrade coins that spawn throughout the game progression that would provide the players more fun things to play with. I leaned A TON about Unity and game making in general. This is my first game I have ever made, and I am super pleased with how it turned out. I really started to understand how Unity C# scripting worked and how to use a couple of its libraries I am definitely going to try and polish this game and continue developing it by designing more levels, Cleaning up my file and gameobject organization and optimize scripts because I believe some of them can be implemented a lot better with more research of Unity's in engine libraries and functionalities. Another thing that I would add if I had time would be to add set player lives, so after a player either dies a certain amount of times or a player reaches a certain amount of points the game would end and go on to the next level. I'm also going to investigate AI's for P2 and have players be able to shoot with the mouse and make the shooting more accurate. This was a lot of fun!