The name of the game is "SHOOTER"

Game Features:

1. Health packs and power ups

    There is a heath bar which decreases if the player gets hated (Health packs)

    There is a love which appears after some time and if the player manages to collect it then the health bar increases. (power ups)

2. Winning conditions or scoring system

    If the player manages to go to level 2 and kill a boss the is a win.

    The scoring condition happens when the player hits the AI enemy. If he hits the AI enemy the scores get increased by 1

3. Different types of enemies

    This game has 3 enemies:

    1. The AI enemy which keeps following the player until it collides with him.

    2. The Shooting enemy: This enemy goes to the random position and shoot to both directions. This makes it hard for the player to navigate the screen.

    3. The Boss with AI: The both keep on following the player and shoots him at the same time.

4   Menu Screen

5   Multiple Difficulty Levels>> this game has 2 levels

6   Sound>> when the player shoots bullets it makes sound. When he gets hit it makes different sound and has background sound as well

The game is still using 2d array:

grid based system **game**

Game controls:

You move the player with (Right key, Left key, Up key and Down key)

For shooting: use W>>> to shoot up

Use A >>>> to shoot left

Use D>>>>> to shoot right

Use S >>>> to shoot down

This game has 2 levels:

Level 1:

Level 1 has 2 different enemies.

Enemy 1 is being controlled by Ai which makes it keeps on following the Player. If the AI touches the player it loses the health as well.

Enemy 2 is allowing shooting the bullets to both sides of the screen (R,L,D,U). it shoots the goes to the random position and shoot again. If it shoots the player. The player loses the health.

How to go to next level?

The player needs 100 scores to go to the next level.

Level2:

Changes>>> the speed of the AI enemy increases basically the game just increases the speed. For the player to complete this level they must kill the boss of this level. The boss will appear if the score>150 if they manage to kill the boss the game is complete.