

## **Project Proposal: Space Shooter Game**

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### **Background**

With everyone trying to create applications/projects for managing stuffs, here play the game and ease off a bit. The reason for undertaking this particular project was to get started with game development and to understand the vitalities of graphics rendering for future interests.

### **Objectives**

- Gain knowledge about java graphics libraries (example : j2d,j3d,javafx)
- Create a space shooter game using java.
- Randomly spawn asteroids and enemy ships towards the protagonist's space ship.
- Entertainment.

### **Technologies**

- JavaSE (jdk 14.0.2 or jre 8u261)
- Text Editor : Gvim
- External libraries : j3d and javafx

### **Concepts**

- Abstraction/Encapsulation
- Polymorphism
- Exception Handling

### **Type of Project**

- Game Application

### **Scope**

The end product of this project will be a miniature version of the classic **"Space Shooter"** game developed using java.

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**Proposed to: Prof. Omprakash Mandge (Project Coordinator)**