Advanced Games Programming

space go-fer

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Level 6

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# Game Requirements

## Simple

* 3rd person
* Player is a spaceship
* Movement
* Shooting
* Lighting
* Procedural generated asteroids with own trajectory
* Enemies with AI
* Collision detection
* Shader
* Physics
* Textures
* Skybox
* Camera
* Score

## Advanced

* Sounds and music
* Advanced shader techs
* Settings
* Shadow mapping
* Dialog Boxes
* Top down Camera option
* Advanced particle effects
* Custom Font
* Currency

# User Stories

## Simple

As a player I want to be able to see my ship so that I can see what my ship looks like.

As a player I can fly around in a ship because it’s a space game.

As a player I want to be able to move around the scene so that I can explore the map.

As a player I want to be able to shoot my enemies so that they don’t kill me first.

As a stakeholder I want there to be lighting effects so that the game has more personality.

As a programming I want to procedurally generate asteroids with their own trajectory because I want players to always be on their toes trying to avoid asteroids.

As a client I want to be able to see Enemies chase the player because it will make the game more immersive.

As a user I want to have good collision with walls etc. because I don’t want to be able to see in side boxes or be able to walk through walls.

As a programmer I want to use good shaders because I want the players to enjoy the