CS498 MP2:

I designed four enemies. And the target of the player is to kill all the enemies and then the board in the launcher can be destroyed by the player and the player can be launched to the high island to save a beautiful girl. The player can click the left button of the mouse to shoot a fireball and this fireball can destroy all the enemies when it hit the enemies. Especially for the flier, which is really hard for player to hit the top. So, I design the fireball to kill the enemies easier. The whole things the enemies are doing is protect the launcher, and the player can’t destroy the board in the launcher if it has not destroyed all the enemies.