Caleb Booker and Chris van der Spuy

Comp Sci 30

Mr. Schellenberg

Proposal for major project

Caleb and Chris are planning on creating their own form of the classic video game Galaga. They were originally going to create a top-down puzzle game, but as they discussed it and realized all the different things and factors that they’d have to account for, they grew less and less enthusiastic and mutually decided to change their idea, and decided on Galaga. The two of them are going to use class time as well as some hours outside of class to make the final product as polished as possible. They are going to start by knocking out the basics: a player controlled ship, enemy ships, collision detection between the ships, shooting functions for both the player and the AI, and title and game over screens. There is a list of possible “nice to haves” that you can find in a separate document that the two of them will be using to check things off as they go along with their work. Depending on how much Caleb and Chris are able to get done, this game could end up being quite basic, or it could end up as a pretty good and functional game. They have already created a knockoff game of Asteroids and will be using some of the things that they used for that to help them get a good start on the Galaga game.