**SPACE SHOOTER**

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Version History

Github often refuses to work for me from my home computer - sometimes when I try to create a repository or commit to an existing one it stalls for a while and displays an error - probably something to do with network settings. I am not my network administrator, unfortunately, and I've only got a fuzzy idea of how it's all set up and what's being blocked.

There's not a lot I can do about that - there just aren't commits for smaller development stages because about 75% of the time it won't upload and I waste time trying. In any case, I knocked this together in one night from parts of the Space Shooter tutorial I partially completed at the beginning of the semester as well as the work I did for the midterm (the project is actually still called Midterm). So really there isn't much of a version history to begin with as almost the whole thing was produced in one good sprint. What little there is can be seen at <https://github.com/Pudding4ever/Spaceshoot/>

Game Description

You are the Enterprise. There are many enemy Klingon ships. The player ship can fire torpedoes at them. Destroyed ships may sometimes drop a life restoring item or a powerup increasing the weapon's fire rate.

Once the player has destroyed 25 ships, a large boss ship will appear and fight the player with its own torpedoes. If the boss is defeated, the game is over.

There are particle effect explosions on enemies when they are destroyed.

Controls

Movement: WASD

Fire: Left Mouse/Space

Toggle speed (fast or slow): Right Mouse/F

Player

The player is really just a sprite and a collider managed by a simple control script. There is an additional script for handling collisions. It also holds a prefab for its projectile attack, which is instantiated and then simply travels forward until colliding with something, eventually self-destructing if it travels too far without finding a target.

Enemies

There are only two enemies - a simple ship which simply travels forward, causing damage if it and the player collide, and a large boss which stops in the center of the screen and launches projectiles at the player. The projectiles it launches are the same as the ones the player has.

Scoring

10 points are scored for each destroyed enemy. 1 Life is restored for the red powerup. The rate of fire of the player's weapon is increased by 0.1 for each blue powerup, to a maximum of 0.6.

Sound Index

Torpedo launch effect from Star Trek (<http://www.mediacollege.com/downloads/sound-effects/star-trek/tos/>)

All other sound effects from [www.bfxr.net](http://www.bfxr.net/)

Music is "Colors" by Newgrounds user PhatBoiJ <http://www.newgrounds.com/audio/listen/584065>

Art

Player sprite:https://www.toyco.co.nz/products/250/metal-earth-star-trek-the-next-generation-uss-enterprise-ncc-1701-d-2.jpg

Enemy sprite: <http://s445.photobucket.com/user/Davido01/media/ENTKlingonBirdofPreyRedoneColouredInSpace.png.html>

Explosion taken from sample space shooter project