Game type: 2D third person shooting + dodging game

Name: Galactic War

**Game Mechanics:**

Game objective: scoring, second objective: level

Player’s actions: mouse controls direction, left click to shoot enemies, and right click to move or dodge obstacles, option for auto-shoot

Scoring: score increases according to time survived and number of enemies killed

Game over conditions: life decreases by one if health is 0, game over if life is 0

**Game Objects:**

Player spaceship, enemy spaceships, meteoroids, power-ups, bullets, health bar, life bar, score bar

**Behaviour of each objects**:

Spaceships:

All spaceship shoots bullets

Enemy spaceships fly around and shoot bullets

Enemy spaceships stay for a while and leaves the screen if not killed

When enemy and player spaceships collides, the enemy spaceship explodes and the player loses a life

The form of the player spaceship changes depends on the power-up obtained (weapons)

Bullets:

On collision with player spaceship causes player to lose certain amount of health

Different kinds of bullets (e.g. laser, rockets etc.)

Meteoroids:

Fly around the screen, in straight line or curved paths

On collision with player spaceship causes player to lose one life

Power-ups:

Dropped by killed enemies or meteoroids

Can be picked up by player

Have an effect when picked up

The effects disappear after a set time

Have different probability of being dropped by different objects

Health Bar:

The length of the bar decreases after every collision, and increases when a particular power-up is obtained

The upper limit of the health bar can be increased when a particular power-up is obtained

If life != 0 when the health bar reaches 0, life = life - 1; health = full

Life Bar:

Representing by icons, each represents one life

Decreases by one when the health bar reaches 0

Increases by one when a particular power-up is obtained

Score Bar:

Representing by a number

Continuously increases according to the play time

Increases by a certain amount when an enemy is killed (depends on the strength of the enemy killed)