Game Title: "Endless Shooter "

High Concept:

"Endless Shooter " is a minimalist 2D endless action shooter game where players control a character which moves left and right on a platform, use jump to jump on platform and use crouch, and shoots enemies to survive and achieve the highest score.

Genre: Endless Action Shooter

Platform: Desktop web

Gameplay:

- The player controls a character that can jump with the "W" key.
- The character can move left with the "A" key and move right with the "D" key. Pressing the "S" key makes the character crouch
- Pressing the spacebar allows the character to shoot projectiles at oncoming enemies.
- Enemies approach from both sides of the screen, and the player's goal is to use the specified controls to jump, move, shoot, and crouch strategically to survive.
- The game features a scoring system that rewards the number of enemies defeated .
- The game continues until the player's character is hit by an enemy and it has unlimited levels. As the game progresses more enemies will spawn.

resources used

https://pixabay.com/sound-effects/search/gun/

https://secrethideout.itch.io/team-wars-platformer-battle

https://craftpix.net/freebies/2d-game-alien-character-free-sprite/

AI TOOLS

In the development of this project, I employed ChatGPT, an AI language model, as a valuable resource for assistance in collision and animation programming. ChatGPT was utilized to generate code snippets and brainstorm ideas, specifically tailored to address challenges related to collision detection and animations within the game. This involved prompting ChatGPT with queries and scenarios to generate code solutions and provide creative insights. The advantages of using ChatGPT included substantial time savings, as it swiftly offered code samples and proposed approaches to complex programming tasks. Moreover, it contributed creatively to refining collision effects and animations