

Project Title: TurboStar (Working title)

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Project Summary: The idea of the project is to create a bullet hell shooter game similar to that of "Galaga". The game will start after an input of any value or string by the user. After that, the game will receive inputs from the user in order to control their character. The game will then output the character's corresponding action, as well as, a game's response to that action if necessary. For example, if the character is moved and then destroyed, the screen will display "Game Over" and the game will end.

Pause Menu: When the escape key is pressed, the normal flow of gameplay is suspended. A screen that indicates that the game is paused and how to exit or resume the game is displayed. The position and velocity of each object in the game is retained. When the resume button is pressed, the game returns to displaying the gameplay screen.

Movement: The user presses the w, a, s, or d key. This action causes the player's character to move in the corresponding direction. User options.

Firing: Pressing the space key spawns a laser object which traverses up the screen in a straight line. When the laser comes into contact with an enemy, the enemy is either damaged or destroyed.

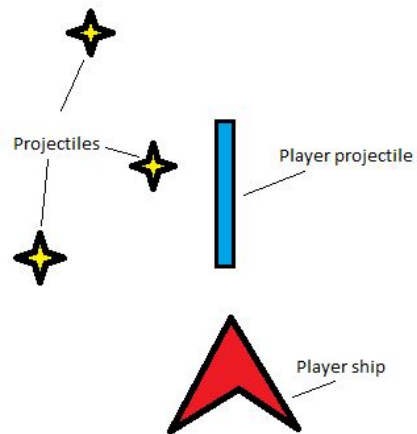
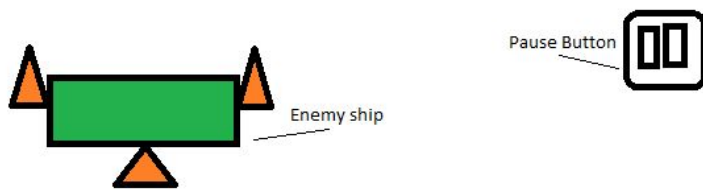
Enemy Behavior: Enemies are programmed in order to move in a variety of ways. Some will attempt to move as quickly as possible to the player. Others will follow pre-set movement patterns down the screen.

Collision detection: Collision detection is a core component of the game. Collision detection is used to determine if a laser hits an enemy, if an enemy laser hits the player, or if an enemy sprite has hit the player sprite. The game detects these contacts, which then trigger other functionality.

Game Over: When the player has been hit either by an enemy sprite or laser, a game over screen is displayed. This screen informs the player that they have lost, their score, and how to restart the game.

Save System?: When the game is paused, the player can name and save the game. The program then writes the save game to a preset folder. (This ensures that we can do some sorting and searching as part of the game, if not we can just cut it)

Sketches:

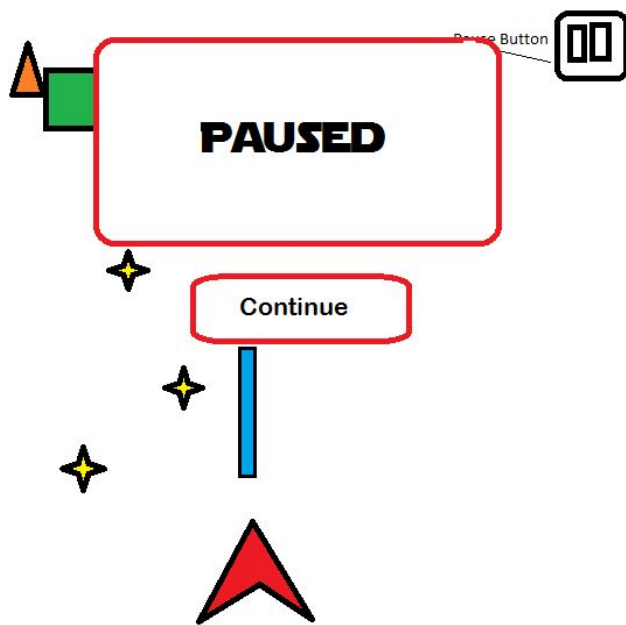


In game screen



Start Screen





Pause screen