

SPACE SHOOTER GAME

Basic Gameplay

Space Shooter is a small game created using processing. The player should shoot to kill enemy ships which are indicated red circles to gain points. If the player ship got hit by a bullet or hit by enemy ship, he loses a life. A player has 5 lives when starting a game.

Controls

The controls are simple. Left mouse button for fire bullets and keyboard arrow keys for player movement; Left arrow key to move left and Right arrow key to move right.

Components

Play area

The size of play area is 640 x 640.

Player ship

Player ship is indicated by green rectangle (just outlined). It can move left and right across the x axis where it initially located. When the player got hit it indicates by filling the area with its green colour. The player bullets are shown in the same green colour as player ship.

Enemy ships

Enemy ships are displayed in red circles (just outlined). They spawn in random location outside the displayed screen and moves from top to bottom across y axis. When the enemy ship got hit it indicates by filling the area with its red colour. The enemy bullets are shown in the same red colour as enemy ship.