HUNTER MOON

STELLAR ADVENTURE

PLOT

You are the captain of a planet harvester ship from a distant galaxy.

YOUR MISSION IS TO ATTACK EARTH AND GET AS MANY ORES AS POSSIBLE BUT WATCH YOUR FUEL LEVEL.

Test your luck before it runs out.

GAME DEMO

Challenges

- Finalising the game model

- Transitioning from functional to classes.

- Algorithms for fuel and ores.

- Implementing Classes and Modules.

Pros	Cons
✦ Design element.	✦ Not enough time to implement everything.
✦ When the game ran properly.	
✦ Brainstorming ideas.	