Aircraft Battle

In this poster, I have designed the start page of a classic aircraft battle game, presenting a fresh take on a nostalgic concept. This game, which holds a special place in gaming history, was developed by Tencent a decade ago and originally launched as a WeChat Mini Game. It quickly became a fan favorite due to its simple yet engaging gameplay. Inspired by its legacy, I decided to explore the possibility of recreating this mini game using Processing.

As this is the first week of the project, my focus has been on crafting an initial visual concept for the game. The result is a thoughtfully designed start page, presented in the form of a poster, which serves as an excellent starting point for further development.

To achieve this, I incorporated assets such as the background and sprite images from a publicly available repository ([Link](https://gitcode.com/open-source-toolkit/6c393/?utm_source=tools_gitcode&index=top&type=card&&isLogin=1)). These assets were chosen carefully to align with the classic style of the game while enhancing its visual appeal.