**Aims:**

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The main aims that we are heading to when we choose to create this project is to incarnate the classical gameplay of 2d survival space shooter for the old player as well as to introduce this type of game to the new generations.

And if thinks do not go according to plan, for instance, we failed to create a game that everyone enjoy and no one want to play our games, so for this challenge, we will create a survey in order to know more about our weaknesses, what are the things that people like and dislike about our game, what we could be done to improve the game,… Another way to deal with the issues is that we could develop a prototype or a beta version that is 70% complete and playable. Then we will release for people to play first and we can also gather information at this early stage so that we will be able to adapt and change our game.

In my opinion, the most important part of our project is the storyline and gameplay, since we are making a classical game, but we can’t deny the fact that this is the modern age, and people still have preference for new and creative things. So, to confront the situation we have to focus on the storyline of the game as well as the gameplay too. A old classic game with a unique modern gameplay and storyline to keep player from being bored while playing the game is our main priority.