

Mobile Applications Development Project

Start Up

For the main menu to work properly, you must add the "GameScene" to the build settings.

References

Sprites

Main Menu Background Image - <https://www.freegreatpicture.com/background-color-theme/background-color-7962>

Game Background Image - <https://esbva.itch.io/scrolling-background>

Player - <https://pixabay.com/vectors/tomcat-plane-fighter-jet-294361/>

Player Bullet - https://www.nicepng.com/ourpic/u2a9o0u2t4o0o0r5_bullets-png-image-gun-bullet-png/

Normal Enemy - https://www.pngkey.com/detail/u2q8t4i1r5a9w7u2_free-png-figther-plane-side-view-silhouette-png/

Enemy Drone - <https://www.ucf.edu/pegasus/files/2013/07/plane.png>

Enemy Boss - <https://www.stickpng.com/img/transport/spacecraft/ufo>

Enemy Boss Weapon - <http://pixelartmaker.com/art/959f410ae763a91>

Health Power Up -

https://en.wikipedia.org/wiki/Heart_symbol#/media/File:Heart_coraz%C3%B3n.svg

Fire Rate Power Up - https://callofduty.fandom.com/wiki/Full-Auto_Upgrade?file=Menu_mp_weapons_attach_rof.png

The references for some of the actual code I used are in their respective c sharp files.

The song used is "Through the Fire and Flames" by DragonForce - <https://www.youtube.com/watch?v=15JCb6P60Vw>.

Issues

There is a problem where during the waves and when the player is destroying enemies, there is an error in the "EnemyHealth.cs" file at line 36 which can sometimes appear in the console,

"NullReferenceException: Object reference not set to an instance of an object". It does not have a major effect, if any on the game. It seems to be linked to the die sound.

If the player clicks escape during the game to enter the pause menu, goes to the main menu, and presses play, the game does not work. So, if this happens it is best to restart the game.

If the player dies the health points will say 100.