Project Proposal – Team 26

**Gallager**

An animated game where player is the black circle (as below).

The objective is moving the player with W, A, S, D keys to the enemy base (white blocks on top) **OR** kill all the enemies (red triangles).

Both Enemies and Player will be shooting automatically. All platforms (green block) will continue moving sideways and changing direction when they hit the walls.

The player starts on player base (white blocks on bottom), has 3 lives, and whenever they move off of platforms or enemy bullet hits them, player will lose a life and respawn, resetting the player to initial position.

The top bar shows lives, score and level. Different level will have different interfaces.

This is what it should look like for the GUI and Command Prompt version respectively.

