

starship-#

Repository can be found at :
[https://github.com/Wolfkhan66/starship-](https://github.com/Wolfkhan66/starship-#)

Issues

There is code for 'Attackers' that is currently commented out as it is a work in progress.

There seems to be a slight although not gamebreaking bug with some wave transitions.

Current Features:

7 Waves.

Player Health and lives.

3 Unique enemies.

1 Boss.

3 Collectibles.

Point System.

Enemy Health.

Player fire power.

GUI for Health , Lives, Score and fire power.

Explosions on collisions.

Planned features:

Attackers:

instances of enemies that spawn with a larger amount of health and stay at the top of the screen moving left and right , firing at the player(So close to working).

New Enemies and Waves.

Interface to display the current Wave and warn of incoming waves.

More Collectibles: Changing players weapon, extra lives.

XP and upgradable ship: different ship models with different amounts of health.

Waves:

Wave 1:

Spawns: 1 alien, 1 ranger, 10 scouts, 2 coins and 4 clouds.

To advance to wave 2 you must kill 25 enemies.

Wave 2:

Spawns: 1 alien, 15 rangers, 1 scout and 2 coins.

To advance to wave 3 you must kill 30 enemies and have over 1000 points

Wave3:

Spawns: 10 aliens, 2 rangers, 2 scouts and 3 coins.

To advance to Wave 4 you must have over 4000 points.

Wave4:

Spawns: 30 coins and 4 medpacks.

To advance you must collect 10 coins.

Wave5:

Spawns: 8 aliens, 8 rangers, 8 scouts and 3 coins.

To advance to the boss you must kill 60 enemies and have over 5000 points.

Boss Wave: Spawns the big bad boss.

To advance you must kill the boss.

Wave6:

Spawns: 30 coins and 4 medpacks.

To advance collect 20 coins

Wave7:

Spawns: 3 aliens, 3 rangers, 30 scouts, 6 coins and 12 clouds.

Atm this wave is endless.

Enemies:

Alien: Slow Moving but takes 6 shots to kill
HP:30
DMG:15
Points:15



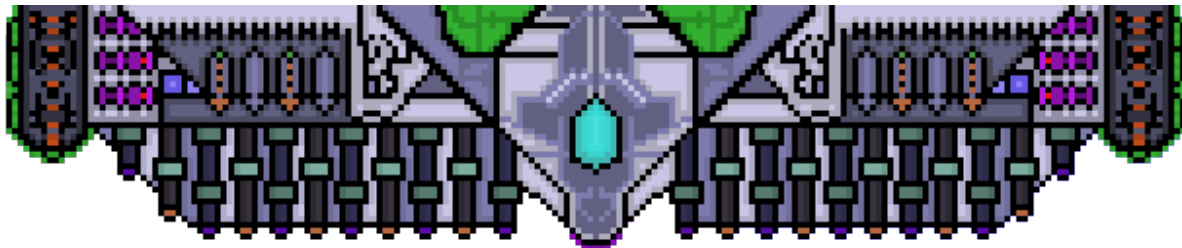
Ranger: Your medium sized enemy, neither fast nor slow.
Takes 3 shots to kill
HP:15
DMG:10
Points:10



Scout: Scouts deal minimal damage and take 2 shot to kill, but they make up for it in speed.
HP:10
DMG:5
Points:5



Boss:Big...Bad...Slow...hard to kill
HP:1000
DMG:5
Points:1000The



HUD:



The players health and lives are displayed on the top left of the screen.

The players score is on the top right and the players Firepower is displayed by the bar on the bottom left. All of the HUD assets are updated in realtime.:

The End Game:



If the player loses all their lives the game ends.
At this point they can press 'Enter' to restart the game.
This can also be done at any point in the game.
The game can also be paused by pressing p.

Collectibles:

Coins:



Coins can be collected by the player to gain an extra 100 Points

HealthPacks:



Health packs are spawned on certain waves and every time the player collects 1000 points. However if you miss it, it wont respawn until the necessary wave or another 1000 points has been reached

PowerUps:



PowerUps Spawn every time the player gains 250 points only from killing enemies.

When collected for 10 seconds the player can shoot upto 20 projectiles at one time.

Every time 3 power ups are collected the players base firepower is increased by 1.

The Player:

This is Captain Fontana: unfortunately she only has 100 health. Luckily though she has 2 spare ships in case 1 gets destroyed. And the firepower to back up her quest:

