

# Procrastination Hunter

Intro to Computer  
Science

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# Introduction

Your final project's due in 5 days.  
30% of your grade depends on it.  
Yet, you have barely started.

As you hear their calls from an  
uncomfortably close distance,  
you know that the worst is yet  
to come.

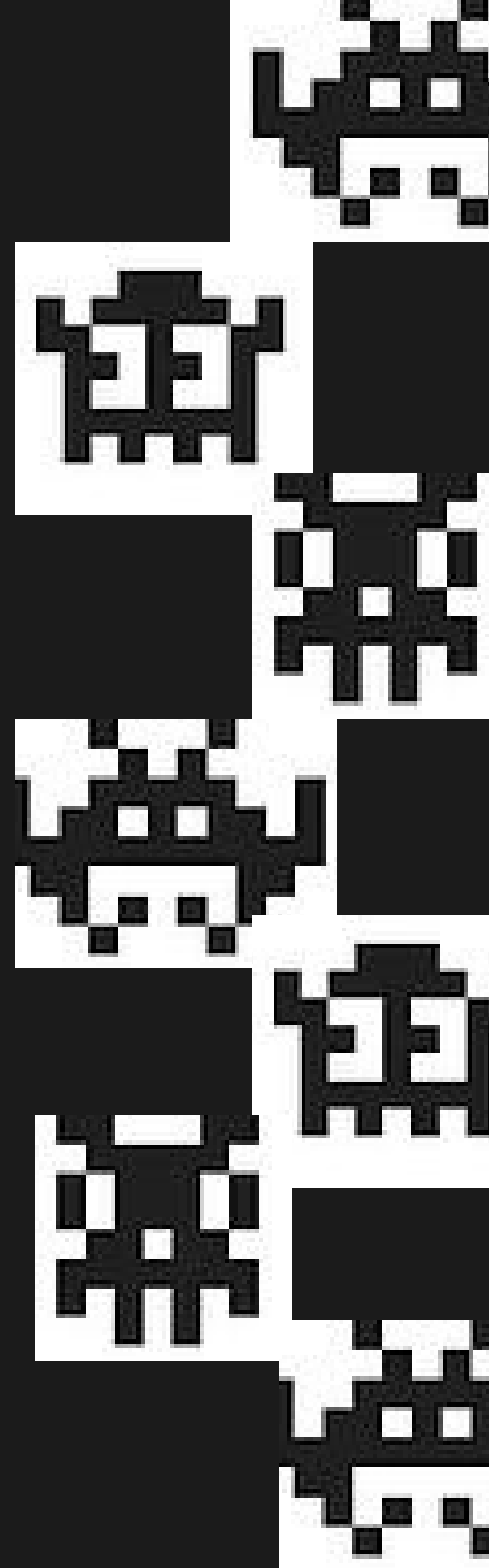
Intro to CS  
Final Project

They are here.  
The procrastination monsters are  
here.

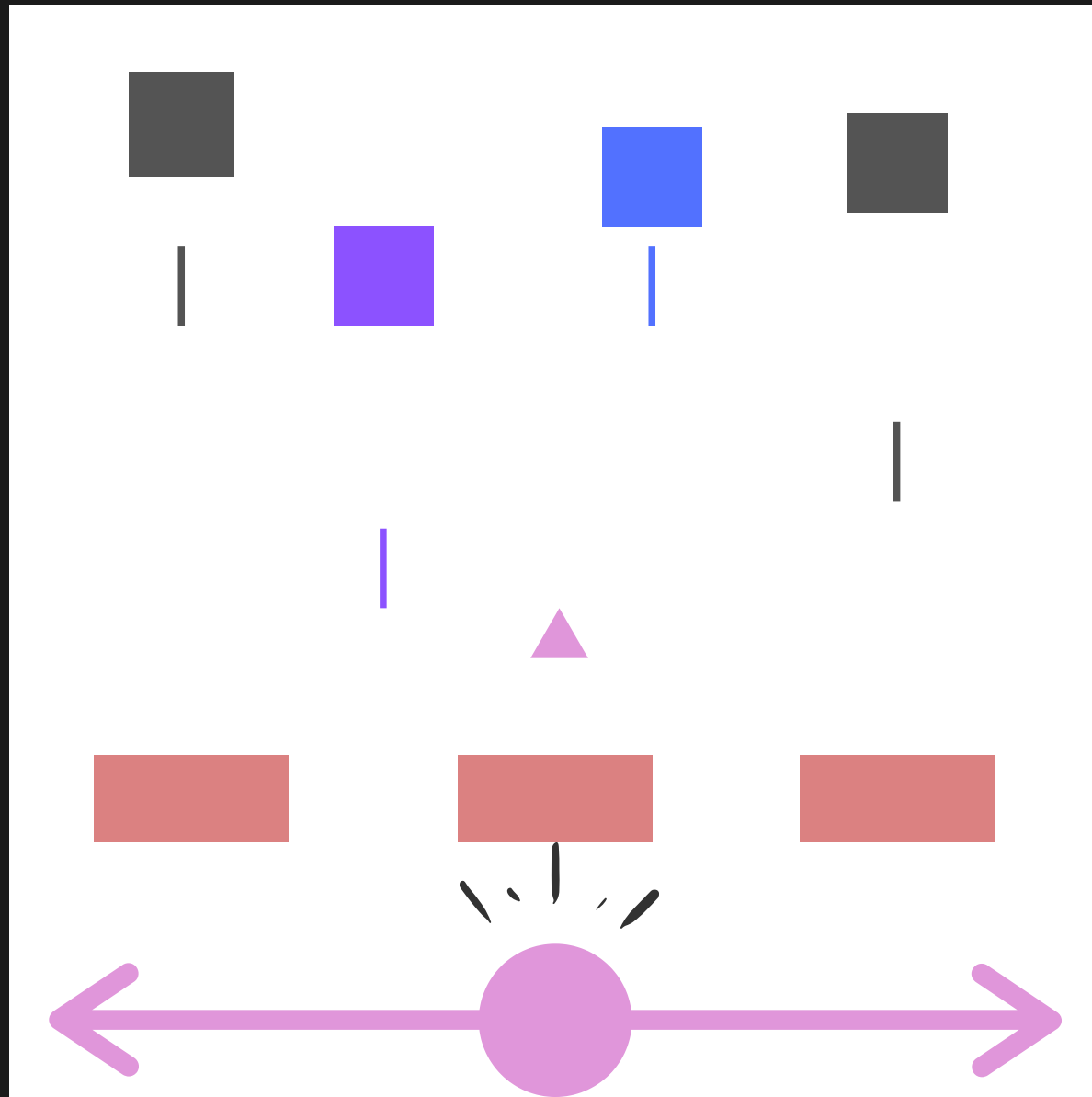
Fight your way through the hordes of monsters  
and beat the procrastination boss to succeed.

This time, you can't afford to give in.

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# Game Features



The game involves the player piloting a character which can be moved horizontally and can be made to shoot projectiles.

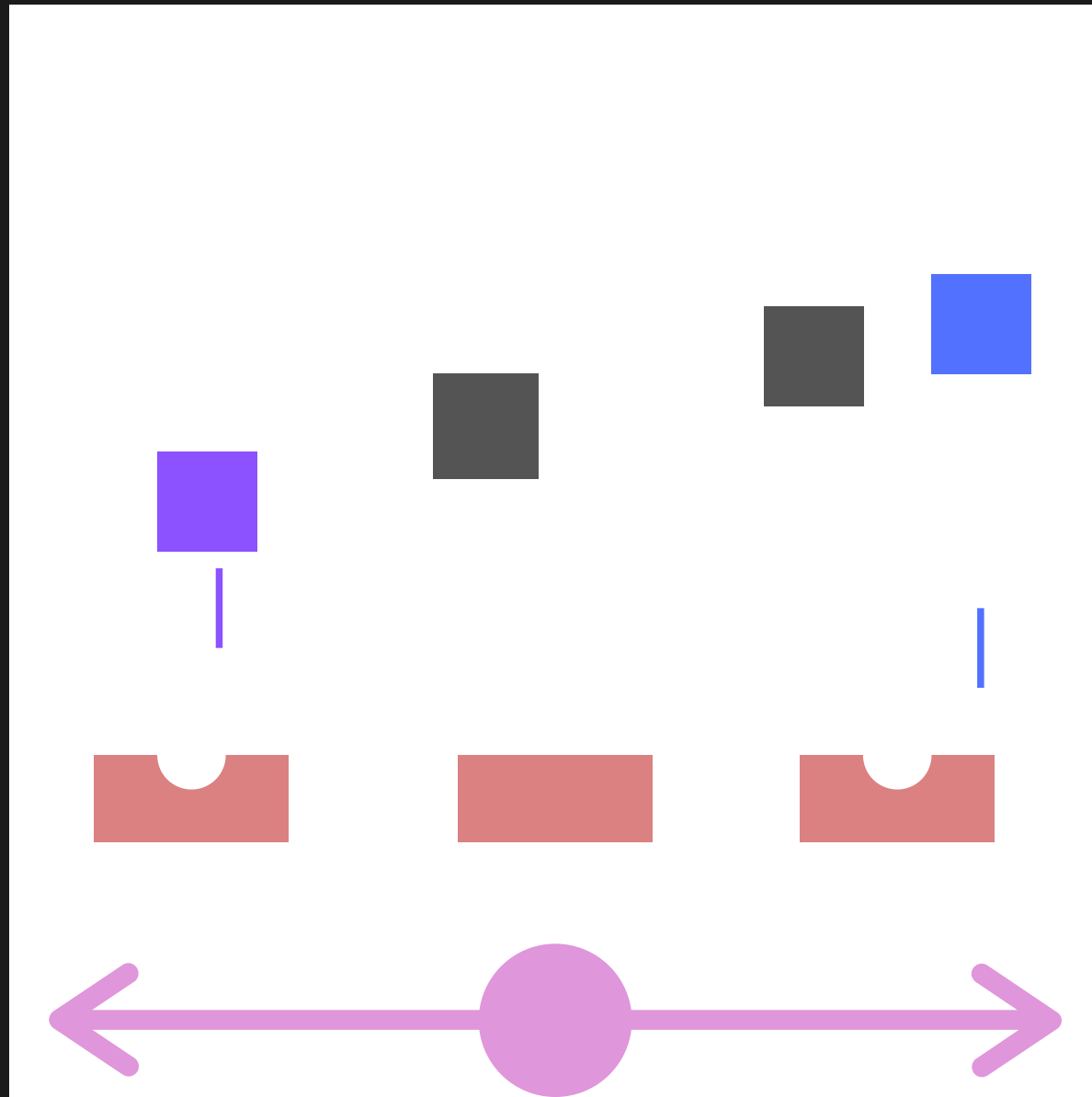
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The players have to shoot projectiles at incoming monsters to kill them. Thus preventing them from reaching the player.

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The monsters move horizontally, shoot projectiles at the player and will move forward after small increments of time.

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The player starts with a shield above them which is eaten away by the monster's attacks.

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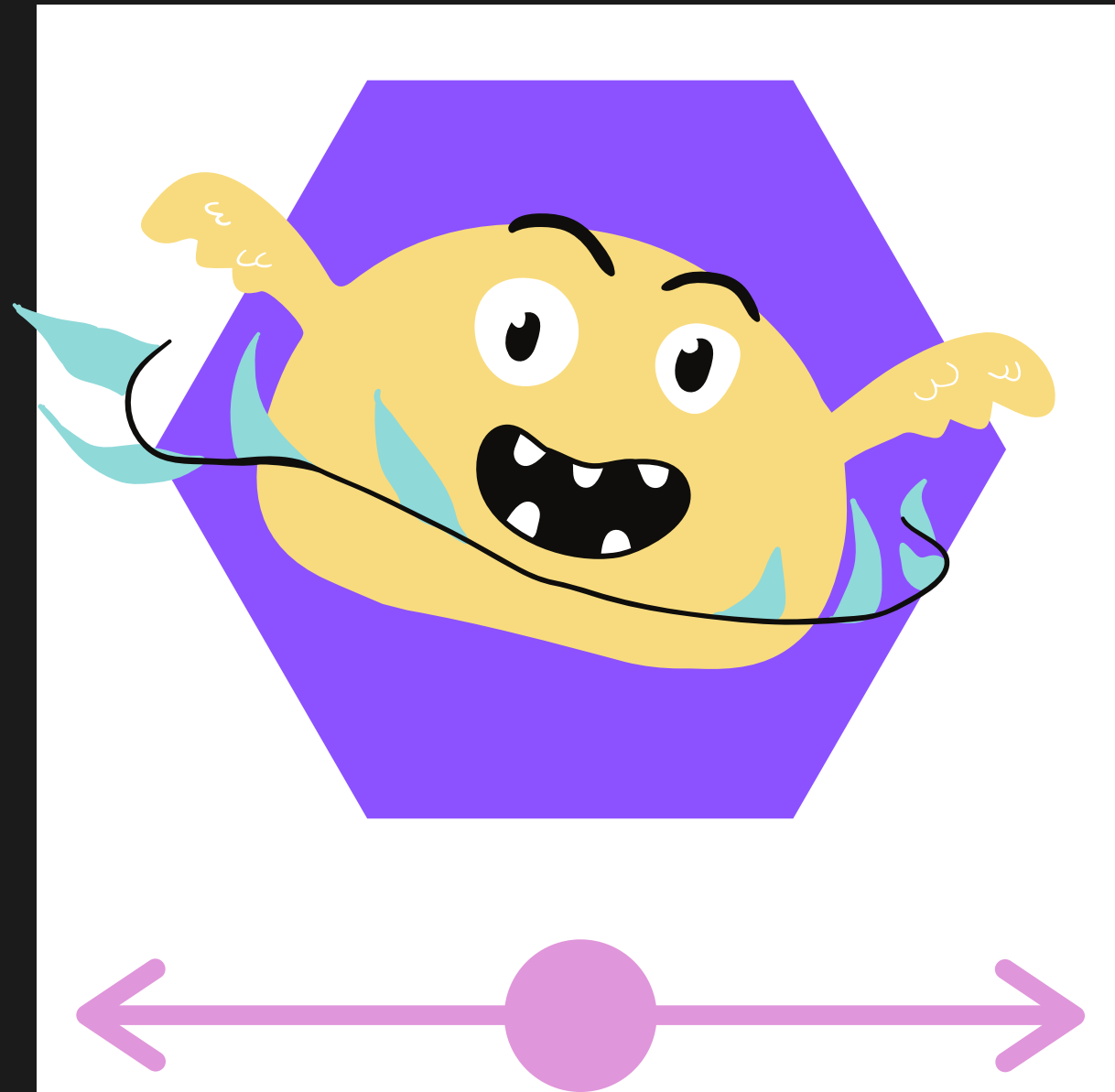
The player can obtain power-ups like faster speed and extra lives by hitting certain objects mid-game. (The player has 3 lives initially)

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The game is over if the player loses all their lives by being hit by the monster's projectiles or if a monster reaches the same horizontal level as the player

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The final level involves the player battling the final boss monster

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This monster will have 2-3 different attacks which the player will often have to anticipate to dodge.

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The players beat the game if they defeat this monster.

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The enter key will function as a pause/restart button depending on if the game is in play.

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The player can move using the left and right keys, and can shoot projectiles using the left mouse button.

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The game will have 4 classes: Monster, Player, Boss Monster and Game

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We plan to increase the difficulty gradually by increasing the movement speed and number of monsters.

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# Inspiration

We took inspiration from the 1978 arcade game- 'Space Invaders'. We hope to change certain aspects of the gameplay like reducing the number of monsters and diversifying possible attacks.



# Thank you!

Changes:  
Shields removed  
Monster movement simplified