



Epic Invaders

Return of the Epic

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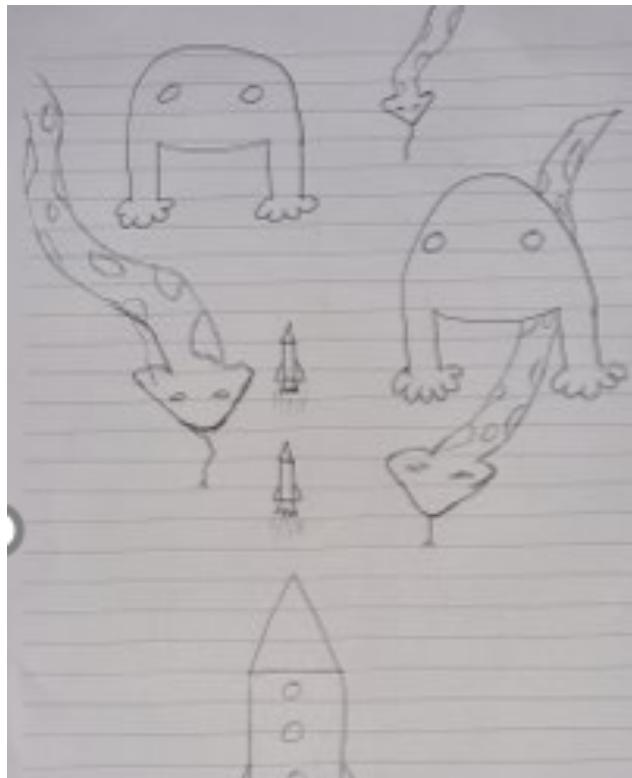
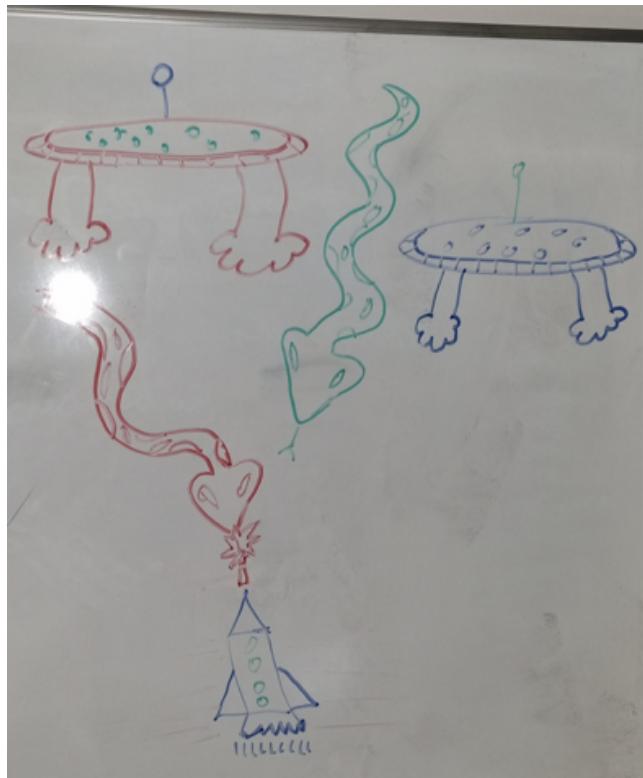




Epic Invaders

- Epic Invaders is a 2 dimensional fixed shooter game in which the player controls the ship horizontally across the bottom of the screen and shoots out lasers aiming and shooting at the Zorg traveling across the screen on top.
- Characters: Zorg Specimen: Kash (Enemy UFO), Snat (Space snake), Player(Ship).

Design & Positioning of Enemy (Zorg & Snat)



Zorg and Snat will be coming downwards at the spaceship shooting at them.

The player will be able to control the spaceship horizontally across the bottom of the screen.

A Score Icon will be located on the top left of the screen to keep track of how many points.

Classes

- Actor class: this includes the code for player1 and how it will behave, which is shooting out the ship aiming for enemies trying to kill them
- World class: for the foundation and background of the game
- Super class: lists all the subclasses which are the enemies. Kash & Snat. The enemies will float down and aim to hurt the player

Problems and how they were dealt with?

- Problem1: encountered issues with starting up the world and displaying the sprits images and background. Overcame this issue by studying a expertise YouTube tutorial
- Problem2: The positioning of the zorg at first was rotated sideways so we had to align the zorg so it would match the code and the movement would look normal. We fixed this issue by watching a YouTube tutorial.

Trial run/ issues

- <https://youtu.be/jHEURLvMgJs>
- In this video you can see that we are close to finishing but are missing a health bar for our character which is the last thing.
- ----->
- This is our games final product everything works and even has the health bar that was missing





Thank You Listening
