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George Brown College

Assignment 1: 2D Shooter

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Game Development COMP3064

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Introduction and Detailed Game Description

2D Shooter is a simple shooting game. Some enemies come from right towards the player standing in left. Player has to shoot the enemies to collect the points and try not to collide with the enemies.

Controls Description

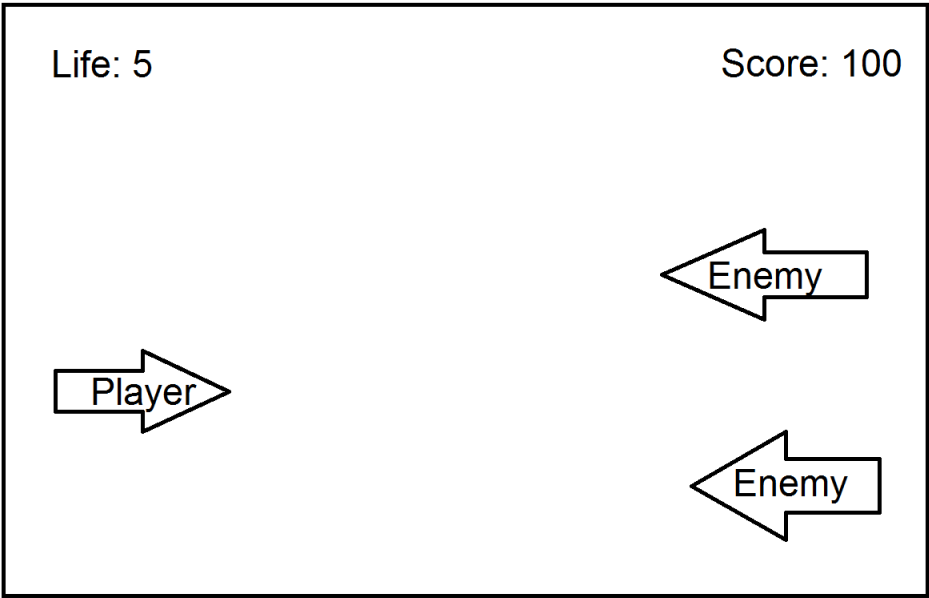
Keyboard controls include the keys A, S, W, and D for movement respective to their position on the keyboard, space key to shoot.

Interface Sketch

Start Menu



Play Screen



Game Over Screen



Screen Description

Start State



Game Play State



Game Over State



Enemies

Enemies are coming randomly from right to left direction with random speed. They don't shoot but collision of player and enemies losses one payer life.

Scoring

Player will score 100 points for shooting each enemy.

Sound Index

Background Sound – [loadgame.ogg](#)

Explosion Sound – [bomno.ogg](#)