Project Scopes: Space Invaders

Project Type: Single player video game, shooting genre.

Core Features

- Start

    1. The game will begin when the user clicks the "Start" button. Initially, the shooter will have two lives.

- Enemy and Scoring

    2. There will be two types of enemies. The first type will die if one bullet hits it, and it is worth 10 points. The second type will die if two bullets hit it, and it is worth 20 points.

    3. The first type of enemy will be more dense and will have a fixed number. The enemies will move from one side to another side. After every traversal from one end to another, the enemies will descend down. After every 50 (or more) points, the second type of enemy will enter horizontally from one side and exit from another.

    4. If any bullet hits the shooter or any enemy descends down to the bottom, one life will be used.

- End

    5. The game ends when 2 lives are used or the user presses ESC. After every game, the highest score will be updated and shown accordingly.

Features at 50% evaluation point

1. Star and End on ESC.
2. Shooter with two lives.
3. Type one enemies with descending ability.

Features at 80% evaluation point

1. Type two enemies with the according feature.
2. Highest Score.