

# 2D SHOOTING GAME REPORT

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## VIDEO

You can see the gameplay video by clicking the link

[https://drive.google.com/file/d/1S\\_YVAbQWXsCQjutxUuyXc9HN5CMgNBFA/view?usp=drive\\_link](https://drive.google.com/file/d/1S_YVAbQWXsCQjutxUuyXc9HN5CMgNBFA/view?usp=drive_link)

## GAMEPLAY

- The aim of the game is hitting the targets.
- Press “space” to shoot.
- Press “Up” or “Down” keys to adjust the shooting angle.
- Press “Left” or “Right” keys to increase or decrease bullet speed.
- Press “r” to shoot again after the animation is finished.
- There is no limit for y-axis. The bullet may disappear from the screen but it will appear again because of the gravity.

**NOTE:** If you do not see all of the game environment, consider changing your screen display scale.

## DEFAULT GAME ENVIRONMENT SAMPLE GAMEPLAY SCREENS

FIGURE 1

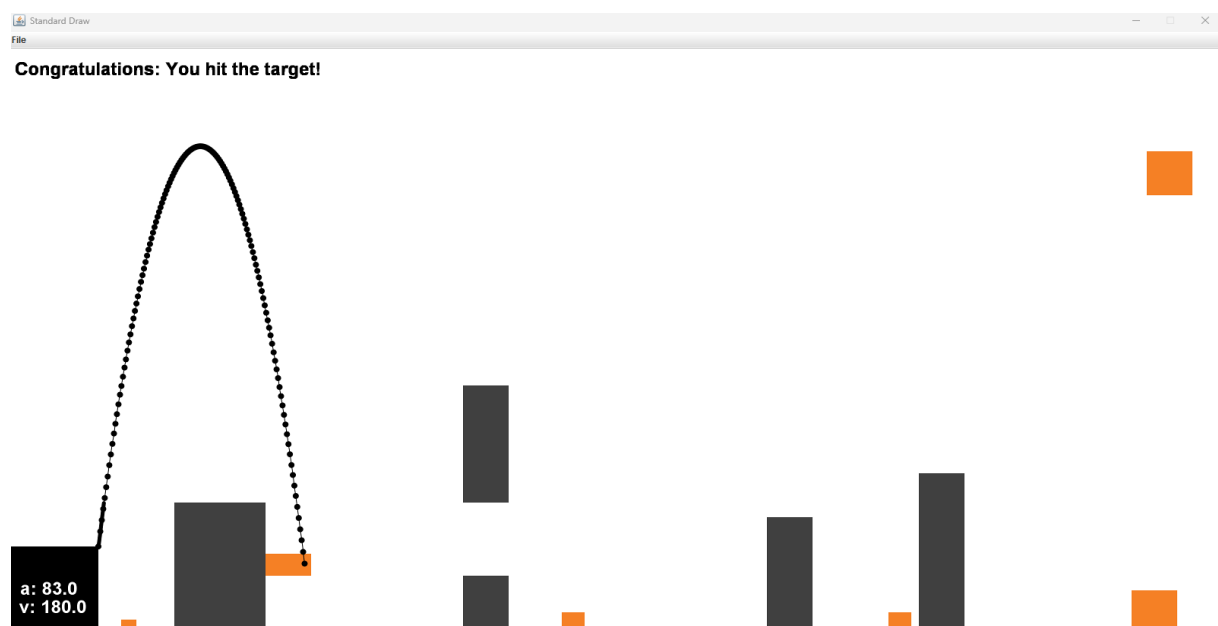


FIGURE 2

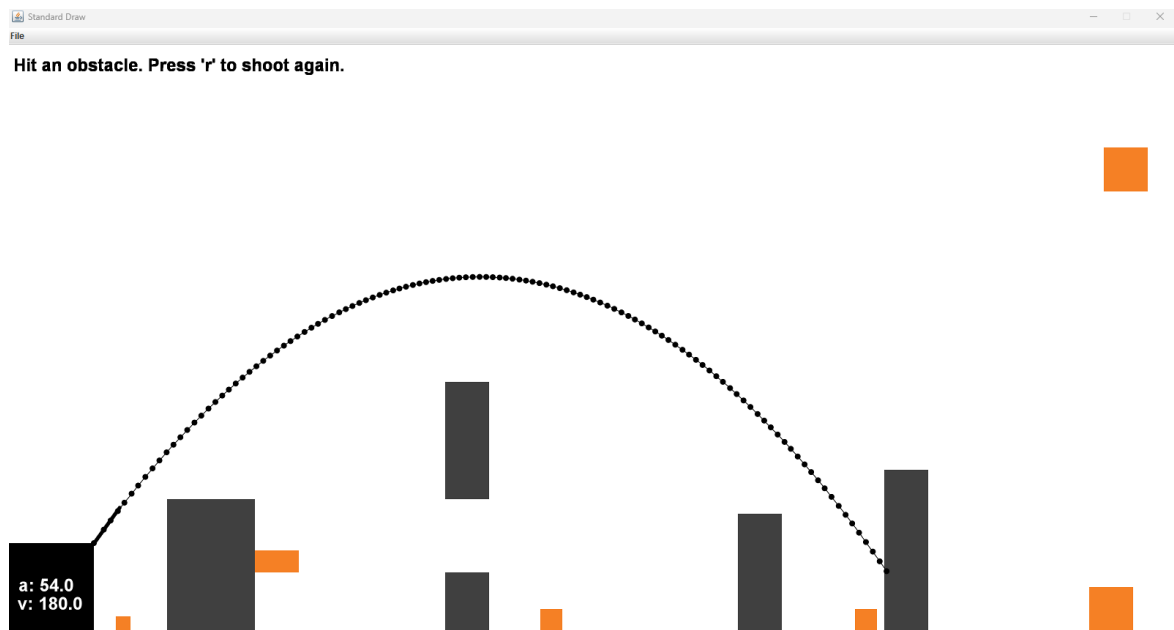


FIGURE 3

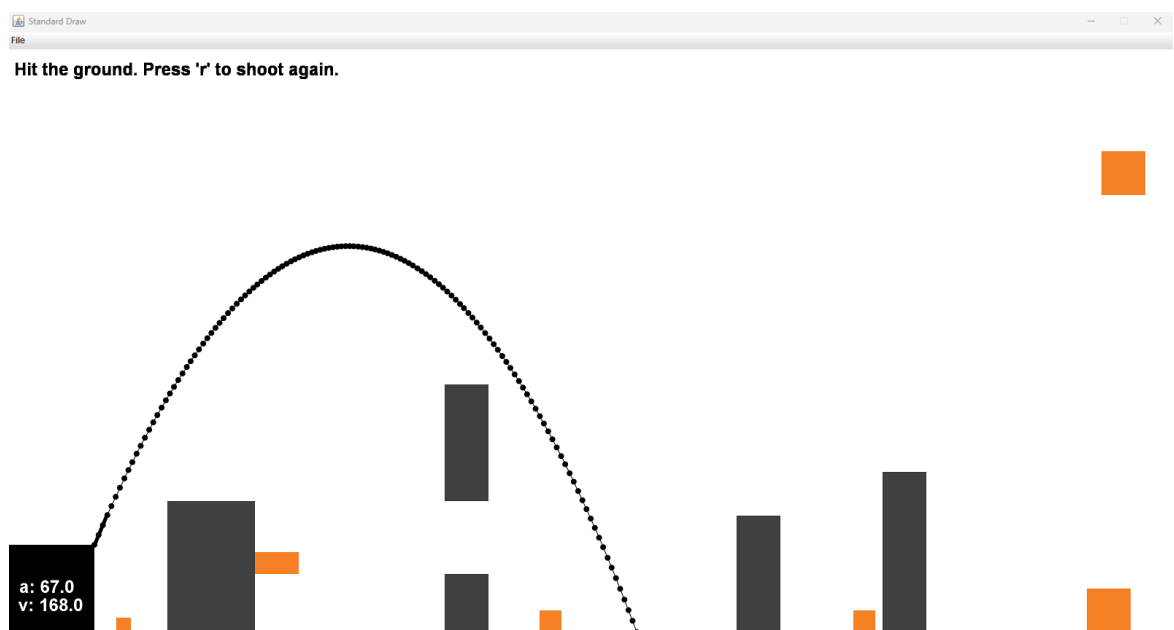


FIGURE 4

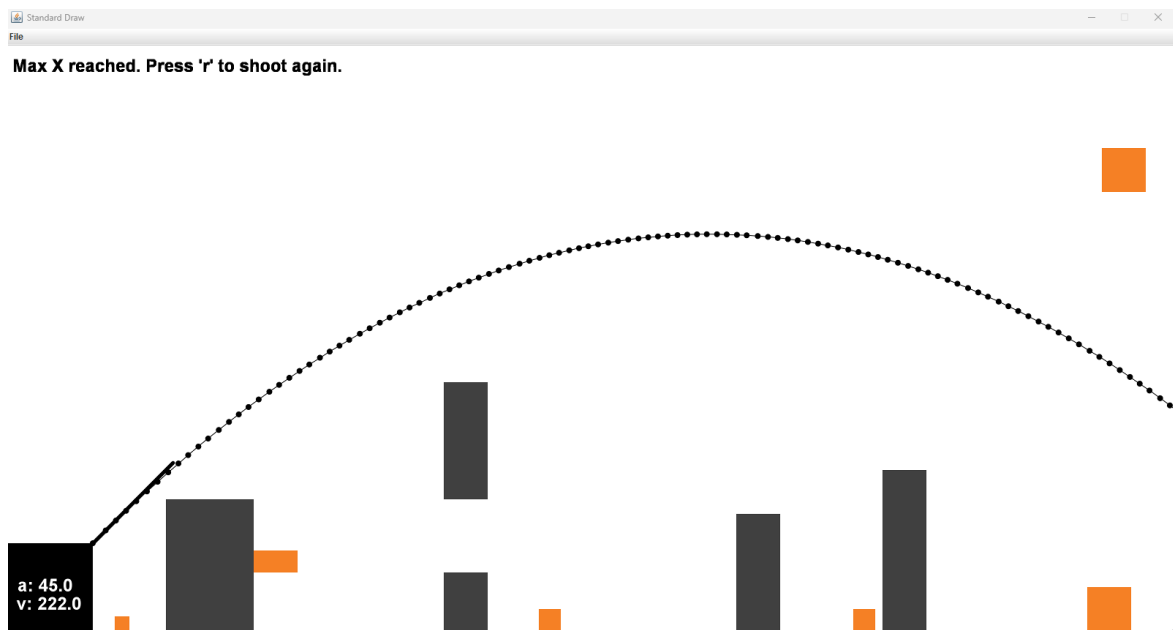


FIGURE 5

