C S 324E Progress Report 7.1

Group 13

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**Game Plan:**

Our plan for our Assignment 7 game involves a Space Invaders-like or Bullet Hell game where the player controls a ship and tries to destroy objects/enemies before they destroy the player. We will have enemy ships coming into the scene and firing bullets at the main ship. Level 1 will have 1 enemy ship, and as the levels increment by 1 so will the number of enemy ships. Once the player successfully wins level 5, they have won the game.

**Current Progress:**

Currently, our game includes a white block (player) that can move in four directions (left, right, up, down) using the arrow keys. In this game, the player is not affected by gravity because the setting is in space. The player can also fire a bullet at the enemies by pressing the spacebar. As of now, the bullet will return to the player when it reaches the top of the screen, but in the future, we would like it to return whenever it hits an enemy.

**Necessary Classes:**

We will need Player, Enemy, Bullet, HUD, and GUI interface classes.

**UML Diagram:**

**Work Breakdown:**

The following list breaks down the classes/objects each group member is working on:

Alex: Bullet, Enemy

Albert: Player, Bullet, Enemy

Amar: HUD and GUI Interface

**Plan Moving Forward:**

Moving forward, we need to make the Enemy class and make enemies fly in from the top of the screen while traveling downwards and firing bullets at the player. We then need to worry about bullet collisions, both with the player bullet and enemy interaction, as well as the enemy bullet and player interaction. We will also need to build our GUI interface as well as our HUD. We would also like to include a pause menu that allows the player to restart the game. After all of that, we will work on game sprites and animations.