Group Alpha – Space Shooter

**Ultimate Objective:**

A game that allows us to move around and hit targets in space, similar to Galaga.

* Destructible objects
  + Multiple enemies, targets that use AI to decide movements and shoot back
  + Space trash/ asteroids
* Upgrades
* Stages
  + Normal stages
  + Bosses
* Leader Board
* Online play
  + Co Op where friends can man a turret, or multiple turrets while the other one drives.
  + Multiple ships if desired
* UI
  + UI elements to display score
  + Multiple control schemes
  + Menu

**First Objective:**

Basic shooter

* Basic layout
* Basic ship
  + Basic ammo/ shooting
  + Basic movements
* Basic non-moving enemies
  + Destructible
* Basic UI elements
  + Menu
  + Scoring
  + Control schemes

**Second Objective:**

Enemies

* Multiple enemy types
  + Random movement/set movement
  + Different ammo types

Stages

* Multiple levels
  + Different enemies
  + Boss stage
  + Moving background

UI

* Menu
  + Choose ship in hangar
    - Choose ammo type
    - upgrades
  + Change settings
  + Load save
* Score