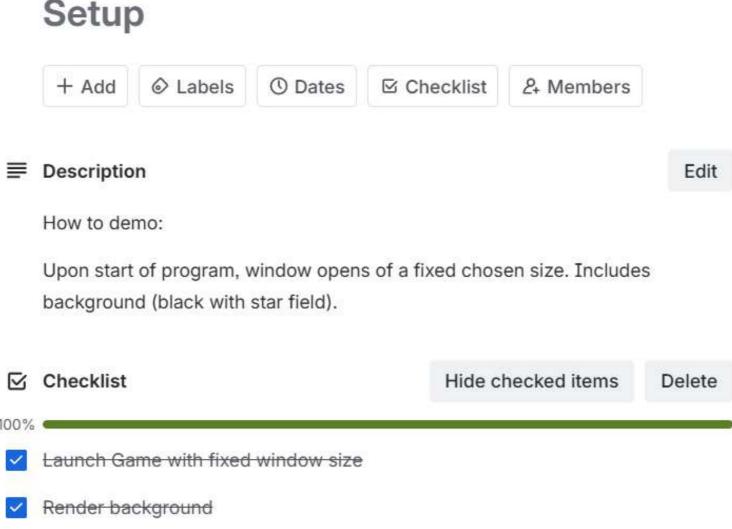


# Creating a Game Window & Background Setup



Add an item

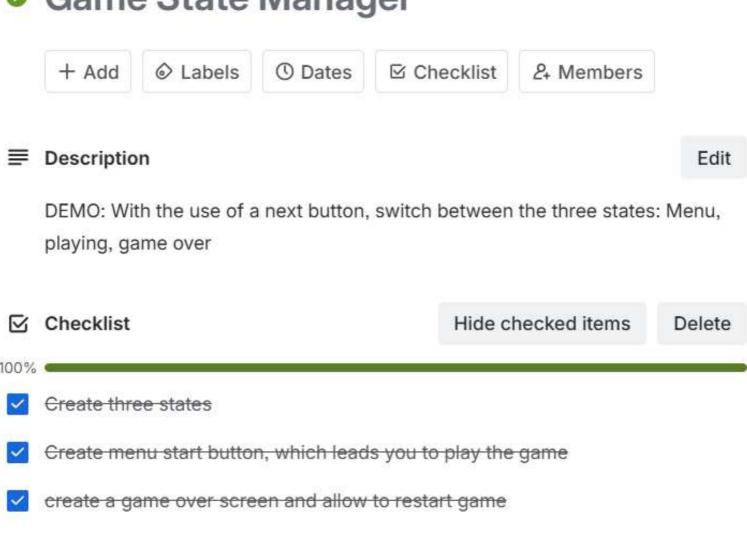
Create playing area boudnaries

#### Ordered Higher Priority List Y

### Game State Manager

create a game win screen and allow restart

Add an item



### Implementing Player Movement



Upon start of game, have visible character that can move upon the pressing of LEFT/RIGHT or A/D keys.

Edit

When encountering bounds goes to other side.



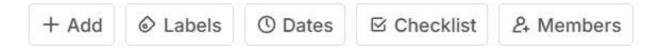
✓ Hold LEFT/RIGHT keys for continuous horizontal movement

Ensure responsiveness

Ensure player doesn't exceed visible screen area (clamping)

Add an item

# Shooting System (for player)



#### ■ Description Edit

How to demo:

Upon pressing/holding SPACE key, shoots conitnous stream of a bullet in the direction player faces. Bullets visible, object, that contains collision properties.

✓ Hold SPACE to instantiate a bullet stream

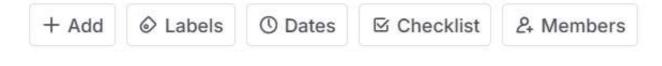
Make bullet move in desired direction

Make bullet have collision properties and damaging properties

Add an item

### Ordered Higher Priority List Y

### Asteroid System



#### Description

Edit

#### DEMO:

When game in playing state, have asteroids spawn randomly from the right side that move left.

When an asteroid collides with the user it deals damage. Asteroids get destroyed upon reaching the leftside.

spawning from up

- move down
- deals damage to user
- self-destructs upon reaching bottom
- imrpove spawn rate

#### Ordered Higher Priority List >

### Collision System

#### Description

Edit

DEMO: When a player bullet hits enemies they die and a score gets added.

When a enemy bullet hits the player the player's health decreases.

When the player hits the asteroids the health decreases.

When the player loses all his health he dies, and its game over.

Visual and audio feedback on collisions.

#### ☑ Checklist

Hide checked items

Delete

00%

- player bullets hit enemies and kill enemies
- scoring system (more kills more points)
- health system for player:
- enemy bullets remove health on user
- asteroids hitting the player deals damage

#### Ordered Higher Priority List ~

Add an item

### UI and Game State

