ICS 168 Sprint 1

By: ScumInvaders

Andrew Chau
Elaine Chieng
Tiffany Lam
Jessica Lim
Monami Yang

Roles

Programmers:
- Andrew Chau
- Tiffany Lam
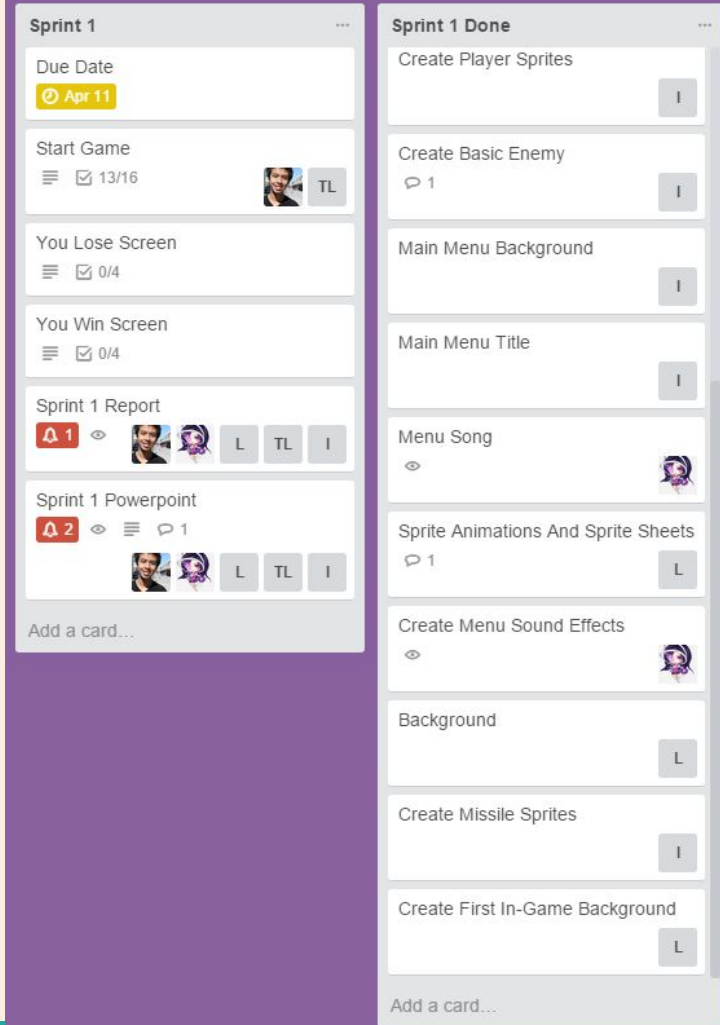
Artists:
- Elaine Chieng
- Monami Yang

Music/Sound Effects:
- Jessica Lim

Design:
- Andrew Chau
- Elaine Chieng
- Jessica Lim
- Monami Yang
- Tiffany Lam

Manager:
- Andrew Chau

Art and Music

Sprites:
- more colorful and vibrant pixels
- minimal animation
- evolving player and enemies

Space background:
- Intended to scroll as game runs

Music:
- 8 bit style music
- Created in FamiTracker

Game Design and Programming

Enemies
- Snaking enemy movement (or randomized)
- Each worth 100 points
- Shoots randomly
- Art generated randomly

Player(s)
- Limited Ammo
- Fire Delay
- Score
- Lives