# SPACE WAR

The game is a 2D shooter game where each level involves Van escaping and shooting for his life and defending himself against enemy attacks who want to capture him. His goal is to reach a safer and a friendlier planet.

For the presentation, we will go through various variables and functionalities of the game. I'll also show both A2 and A3 version of the game.
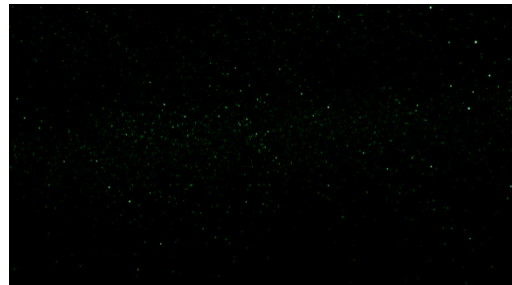
1. Let's start with the game world.
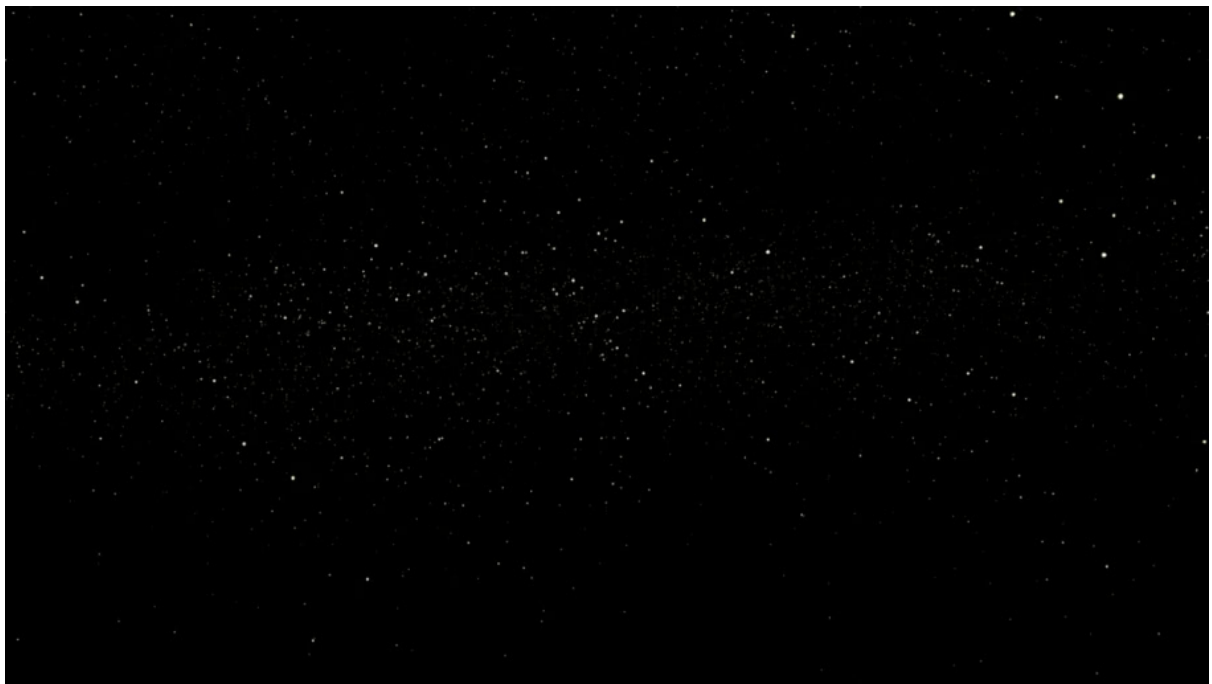
A simple space background which changes every 3 levels.
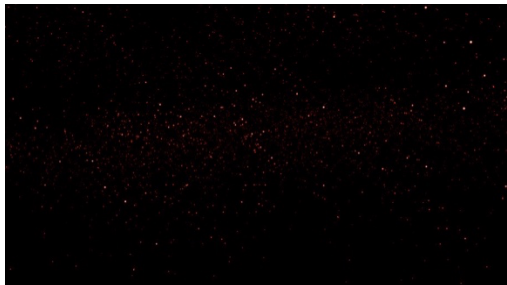
For levels 3 – 6   For levels 6 – 10

2. HUD

3. Next, we will look at the player and its functionalities.

Van, a smart and an intelligent alien is caught amid the deadly attack but manages to escape death narrowly and takes over an abandoned spaceship called The Helicon.

The Helicon ship which the player starts with.
- Life points – 5
- Rate of Fire – 500ms
- Speed – 250 kms/hr
- Can only fire Bullets

This was the only ship player had for A2 but for A3 player can choose from the following options given the player has earned the required spaceGolds required to purchase them.

This ship upgrade costs 200 Space Gold and can be bought from the store.

- Life points – 6
- Rate of Fire – 475ms
- Speed – 300 kms/hr
- Can only fire Bullets

This ship upgrade costs 500 Space Gold and can be bought from the store.

- Life points – 7
- Rate of Fire – 450ms
- Speed – 350 kms/hr
- Can fire Bullets and rockets

This ships upgrade costs 700 Space Gold and can be bought from the store.

- **Life points – 8**
- **Rate of Fire – 425ms**
- **Speed – 400 kms/hr**
- **Can fire Bullets and rockets**

This ship upgrade costs 1000 Space Gold and can be bought from the store.

- **Life points – 9**

- **Rate of Fire – 400ms**
- **Speed – 450 kms/hr**
- **Can fire Bullets and rockets at the same time**

This ship upgrade costs 2000 Space Gold and can be bought from the store.

- **Life points – 10**
- **Rate of Fire – 375ms**
- **Speed – 500 kms/hr**
- **Can fire Bullets and rockets at the same time**

4. Next, we will see the collectibles in this Game.

A2 had only Spanners to collect whereas, A3 has Spanners, SpaceGold and different powerUps. For every 5th enemy destroyed, a random powerup or a spanner collectible is spawned for the player to collect.

Spanners appear randomly and Van can collect them to increase health points. For each spanner collected, Van gets one health point.

PowerUps : Can also be collected from the store, which we will talk about little later in this presentation.

Bullet Upgrade (Increases the number of bullets player can shoot. Maximum of 4 bullets with ships without rocket firing capability and maximum of 3 bullets and 2 rockets for ships with rocket firing capabilities. If collected, this power stays for 10secs.

Rate of Fire increases with every collect to a maximum of which gives rof of 375 ms. If collected, this power stays for 10secs.

Paralize, which strips enemy of their firing capabilities, except laser which is used by the Boss enemies. If collected or purchased, this power stays for 10secs.

Shield – PowerUp used to save player ship from enemy attacks. If collected or purchased, this power stays for 10secs.

All of these powerUps can also be bought from the store.

Space currency known as Space gold. Collecting Yellow gem gives 10 spaceGold and spawns at every 5secs randomly. Collecting Red gives 50 spaceGold and spawns when every 5th enemy is destroyed.

5. Next comes the enemies.

For A2, there were two enemies –

Valiant - An old spacecraft that shoots red lasers bullets in the direction it is facing. Player loses one health point for every hit by enemy bullet or ship.
Speed – (100*Math.random() * 0.02) * Mul
Location – (rand(70,770), rand(-100,-30))

Exterminator - An unmanned modern lightweight suicide bomber that moves at incredible speeds and destroys any opponent it crashes into.
Speed – (100000*Math.random() * 0.02) * Mul
Location – (rand(70,770), rand(-100,-30))

For A3 we have Valiant, Exterminator and the following –

A ship with a brain, aims its bullet in the player direction. Can fire two bullets at the same time. However, this enemy appears only after level 3 is completed and have one life point as well.
Speed – (200*Math.random() * 0.02) * Mul
Location – (rand(70,770), rand(-100,-30))

A highly powerful canon which stays stationary in space and shoots destructive heat seeking rockets which take away two health points for every hit. Also has very strong defense mechanism requiring at least 10 hits to destroy. Appears only after level 6 is completed.
Speed-0
Location - (rand(70,770), rand(-100,-30))

BOSS ENEMIES

Boss 1 - appears after level 3 is completed. Player gains 10 score points if destroys Boss 1.
      Number – 1
      Weapon capability – Bullets and laser
      Life points – 10
      Movement – moves right and left on x-axis.

Boss 2 - appears after level 6 is completed. Player gains 20 score points if destroys Boss 2.
      Number – 1
      Weapon capability – Bullets and laser
      Life points – 20
      Movement – moves right and left on x-axis.

Boss 3 - appears after level 9 is completed. Player gains 40 score points if destroys Boss 3.

        Number – 1
        Weapon capability – Bullets and laser
        Life points – 30
        Movement – moves right and left on x-axis.

Boss 4 - appears after level 10 is completed. Player gains 100 score points if destroys Boss 4.

        Number – 1
        Weapon capability – Bullets, laser
        Life points – 50
        Movement – moves right and left on x-axis.

6. Next, we will look at weapons –

For A2 we had

 Blue bullet used by player and red by enemy.

For A3 we also have -

 Laser used by Boss enemy

 Purple Bullet – can be used by player. Does two damage to instead of one. Can be helpful while fighting Boss enemies.

 Green Bullet – can be used by player. Does three damage to instead of one. Can be helpful while fighting Boss enemies.

They are kind of weapon which are launched in the direction of the enemy. It will be in the direction of the enemy ship spawned first. Works on Valiant and Missouri.

Burst of number of bullets which can be used by the player to escape tight situations.

All weapons used by the player can be bought from the store.

THE END
QUESTIONS?