

Project Proposal

Object Oriented Programming



Paper Due Date

June 09, 2022

Name: CONCOMBAT

Overview:

For our semester's final project, we are making a console based(CLI) game named as CONCOMBAT, and is based on the 1978s popular arcade game know as Space Invader.

Theme: Aliens has started an invasion on Earth. Pakistani scientist found about this invasion. To prevent Earth's destruction and for their glory, Pakistan has sent his best soldier in a specialized war ship as an offense. Now, it is responsibility of that soldier to kill every alien before they reach Earth.

Sketches/In-game characters



Gameplay:

Main objective of game is to pilot a spaceship around screen and shoot at all aliens before they pass bottom boundary of screen. The player's ship is represented by a using different ASCII character in a triangular format on the screen. The player controls the ship by using the left, right, up and down arrow keys (to move in respective directions). The ship also has a gun, which can be fired with the "space" key. The aliens are also represented using ASCII characters in rectangular format. When a player's bullet collides with an alien, its life reduces or the alien dies. If an alien collides with the player's ship, then the ship is destroyed and the player loses a life (or the game). Boundaries are set on every side of screen, neither ship nor alien can cross boundary. In start all aliens are on top while ship is on bottom side. After some time, aliens start to move toward bottom side. If an alien hits bottom boundary, ship loses single life or completely destroyed.

Scope:

Main scope(role/use) of this project is in entertainment.

This is finite level-based game and has specific number of levels. Game ends when all levels are completed or ship loses. Each level is completed when all aliens are destroyed.

Features:

- The player's ship, and the ability to apply steering (can move using arrow keys)
- The ability to fire bullets from the ship
- Alien appears on the screen and can be destroyed by the player's bullets
- The player's ship can be destroyed by colliding with an alien
- A new level starts when all the aliens are destroyed
- The player has multiple lives, and can choose when to start their next life and reappear on the screen
- Sound effects
- Additional animations for the ship or asteroids being destroyed [optional (may not be added in final version)]

