



Team 7

*“***Carronade***”*

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Introduction

- What is Carronade?
- Entertainment is Necessity
- Player defend against the cannon
- Related to real world
- Breaking highscore



Requirements

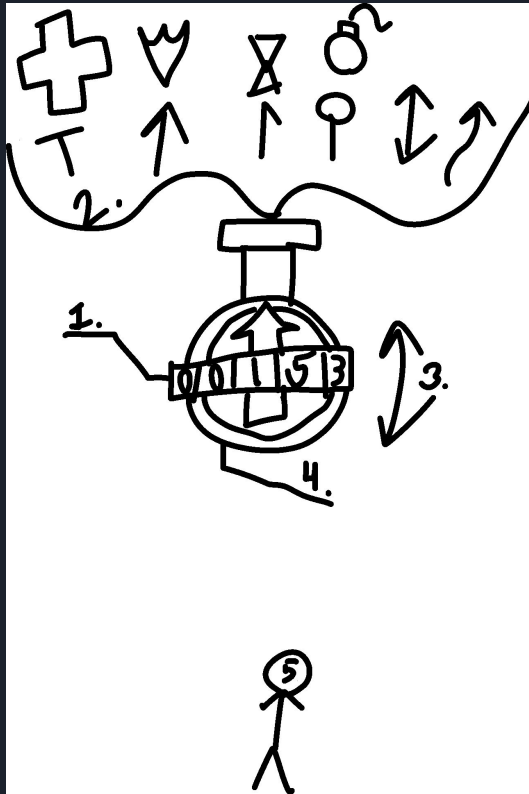
- The player shall choose different characters.
- The player will choose different stages and enemy directors.
- The enemy directors shall have a variety of enemies to spawn.
- Each enemy must have its own AI.
- The player shall survive for as long as possible.



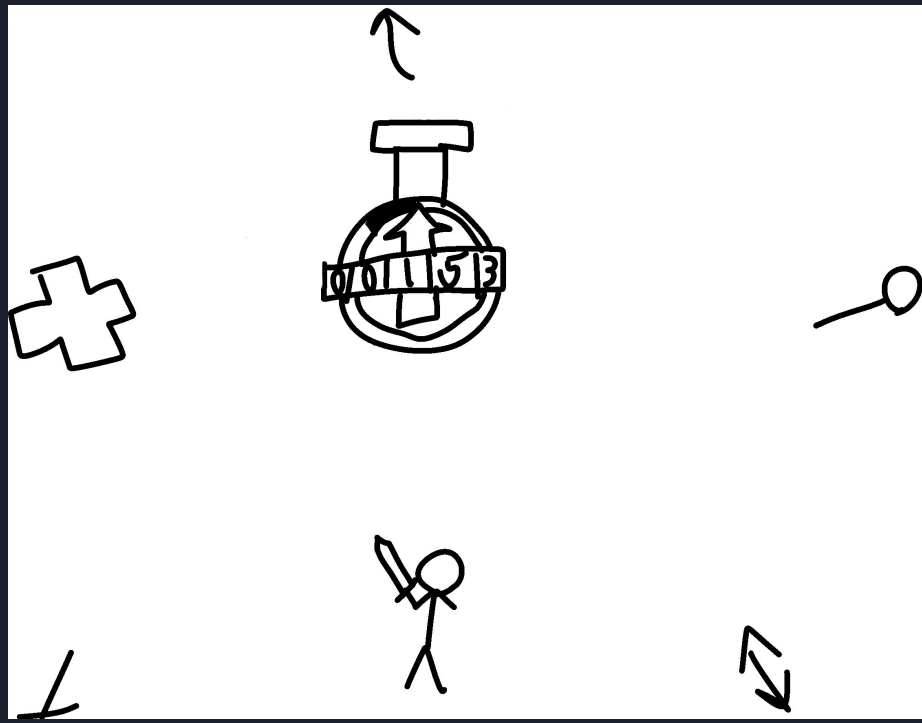
Use-Cases

- Main menu
- Play/Pause screen
- Selection screen

User Interface



1. The Scoreboard - Keeps track of the current score
2. The Projectiles/Enemies - The cannon fires off a set of projectiles based on the current A.I. Not all projectiles are bad, some are power ups. Projectiles each act in their own unique ways
3. The Canon - Chosen by the player before play, the canon fires off according to the designated A.I. Will have an appearance to match the selected, rotates around to aim.
4. The Health Bar - To keep the player's eye on the canon, the health is tracked here
5. The Player - Physical element representing the player on screen, while controlled by them, the behavior and appearance will be dictated by their selection on the selection screen.





How to survive in the game?

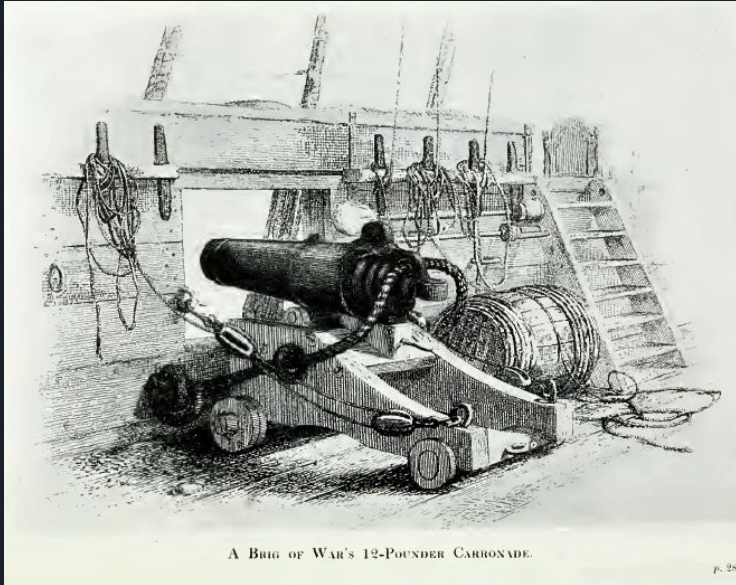
- Do or die....
- Aim for the right target.
- Do not stress out.
- Know the defense / fire buttons.

Congratulations! You have
made the highest score.



<https://github.com/udhungana/team7cse3311>

Carronade Version 1.0



A BRIG OF WAR'S 12-POUNDER CARRONADE.

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https://commons.wikimedia.org/wiki/File:Carronade_12_pounder.jpg

Questions?

