Game Sample

A 10-30-second rough very-simplified animated sample of the game in action. This game sample must be suitable for demonstration in class to the instructor. It is due 2 weeks after the start of this project.

Steps:
1. Build a Proof-of-Concept doc containing:

  a. A mini-level design.

　　　Design is simple Galaga style arcade shooter with the player's ship at the bottom and the enemy aliens at the top speeding downwards. The aliens shoot laser which if any hit the player would cause the ship to be destroyed and end the level. The players are capable of shooting back and destroying the aliens. However, once an alien is destroyed, another spawns in its place.


  b. Describe the key feature you want to focus on in the Sample.

　　　We wanted to just to make sure that the basic movement, aliens and shooting would work.

c. How will it look? Backgroud, foreground objects, avatars, movement, actions/moves

  i. In the rough simplified Sample;

　　　The player's ship at the bottom and the enemy aliens at the top speeding downwards. The aliens shoot laser which if any hit the player would cause the ship to be destroyed and end the level. The players are capable of shooting back and destroying the aliens. However, once an alien is destroyed, another spawns in its place. The player is capable of moving all over the screen.
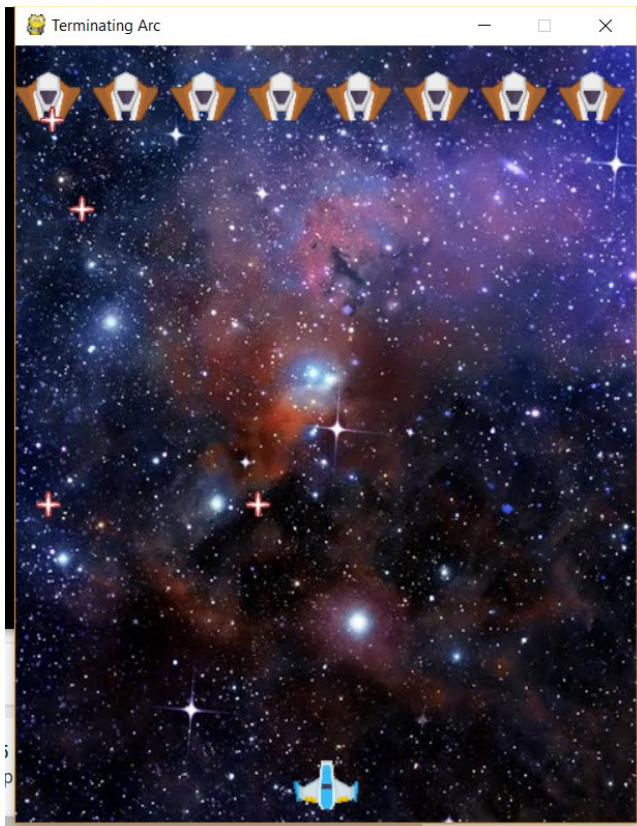
ii. In the scaled-up Game

      In the scaled up version, we're going to have an upgrade shop with multiple levels. The scaled up version will have score for killing of the aliens. There is a screen for upgrading the ship. There is a screen for displaying the top 5 highest scoring players.

Entering the username to display the scorelist:

You Have Achieved a Top Score.

Please Enter Your Username.

Hall of Fame Score List:

TOP 5 Greatest Champions

GAT	34,000
SSS	21,000
TETT	12,000

Upgrade Shop:

Laser Power   34   [^]
                                 [-]

Number of Guns   2   [^]
                                 [-]

Speed   2   [^]
                                 [-]

Armor   2   [^]
                                 [-]

Dollars To Spend: 56,000

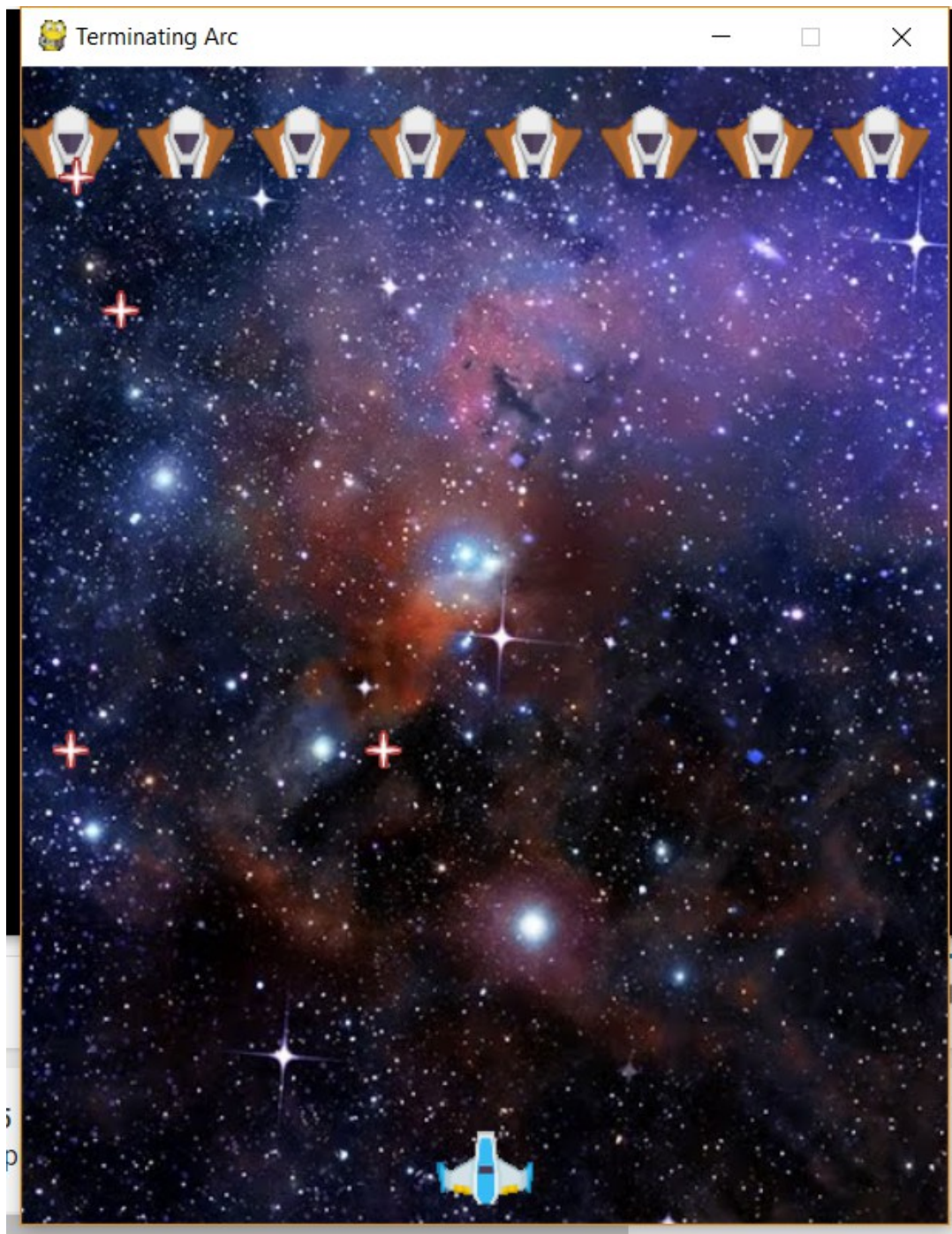◯   [Reset] [Finish]

d. What development steps will you need to build the Sample.

  On the command line, type the following to build and run:

       python3 CPSC386Project3.py

2. Dev Tasks to be addressed:

    a) Rough background (eg, hand-drawn, scanned)

b) Rough foreground & objects

Laser Fire:

c) Rough avatars/NPCs: look (eg, maybe only 1 moving limb, etc) (if the game has an avatar/NPC)

player:

alien:

c) Rough action: how avatars/NPCs move, interact with the environment

Aliens are spawned randomly on the top. The player starts off at the bottom and is able to move anywhere on the screen.

d) How the controls affect the animation

keyboard for movement of the player's ship

w – move up

s – move down

a- move left

d – move right