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CS 328
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Project 1: SpaceWarZ

Description:
This game is your typical space shooter that includes fun 2 player combat functionality. There are many asteroids and objects to avoid while fighting the enemy player.

Player 1 is the red spaceship and player 2 is the green one. They have their own controls and will battle to the death. There are three lives for each player, once the lives have run out, the player loses and the other player is victorious.

Keys to use are W + S + SPACE for player 1. While it is UpArrow + DownArrow + Numpad0 for player 2.

Screenshot of game:
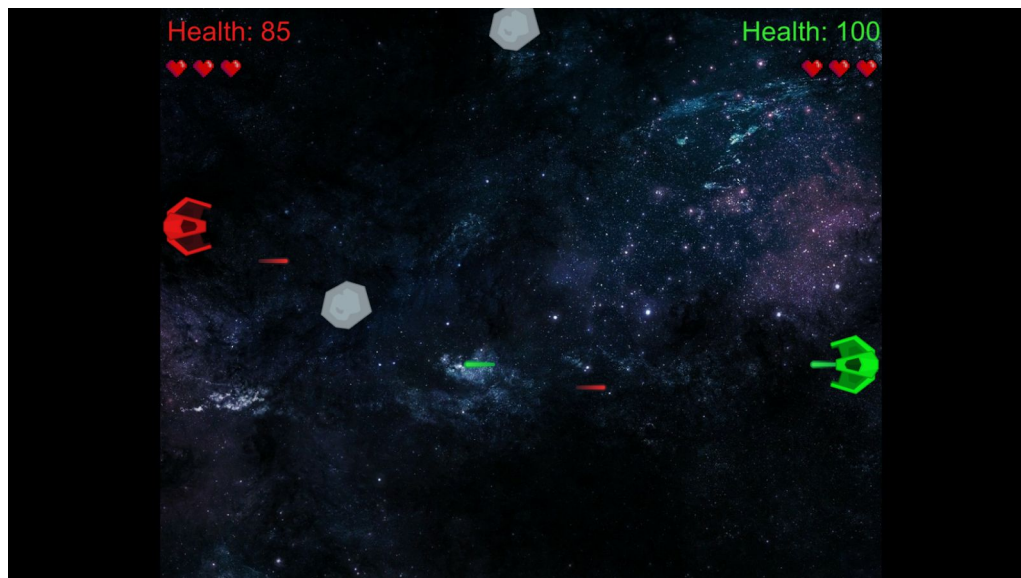
Design Decisions:
I took the standard space shooter game and turned it into a fun two player combat game. I added buff elements to the game to give one player a greater advantage which also introduces a nice kill-curve to the game. I kept it very simple for the player to learn and play.

If I had more time?:
If I had more time, I would have added more maps and buff elements to the game to give it a nice twist. I would have also added a health bar for each player and some animations when shooting.

What I learned:
I learned a lot about game development and game designing. I took a simple idea and expanded it into something completely new and fun. This is just the beginning, I now have a great understanding and starting point when thinking about the next game I create.