GALAXY WAR

Game Main Functionality:

Galaxy war is a shoot'em up game that have only one player and one parent Enemy. The Parent enemy spawns many small enemies to destroy the player. The complete game is based on the shooting on each other both by the player and the enemy.

Game Characters:
1. A player space ship
2. Two parent enemy space ships (huge in size and health)
3. Obstacles (space asteroids)

Functional Requirements:

F.R 1:
- Player spaceship should move from bottom to up. The four arrow keys (left, right, up, down) used as the controls to the player movement.

F.R 2:
- Player can shoot the bullets when controlled by the space bar.
- Each bullet should have some certain power to destroy the certain health of enemy health.
- Player should have 3 different ammo with different power.

F.R 3:
- The player field should be limited by 4 ends of the screen. The player can't move beyond that.

F.R 4:
- The player shouldn't be faced by the enemies instantly when the game begins. Let the player move a distance.

F.R 5:
- There should be the enemies to oppose the player.
- The enemies should be spawn by a parent ship which is huge in size and health.

F.R 6:
- The enemy should fire on the player.

- The game should implement AI program to trace the position of the player and the direction of the firing pointers should be towards the player only.

F.R 7:
- The game shouldn't end until the parent enemy ship gets destroyed.
- The power of the ammo of parent enemy is more powerful than others.

F.R 8:
- As the game level increases the more enemy should appear.

F.R 9:
- The Player should have some health and on each collision, it should decrease.
- The player should have 3 lives in a game.

F.R 10:
- If an enemy destroyed, then the player should collect some coins to increase the score.

Menu System:

The menu should contain 4 options

1) Play the game
2) Options (setting the sound)
3) High score
4) Help

During the game play any time the user can pause and resume the game

Sound System:

The game should contain different sound effects including the background music.

Game Animation:

The game should have animations like explosion, firing the bullet, destroying the player.

Credits:

1) The specialization offered by coursera.org
2) https://www.udemy.com/the-ultimate-guide-to-game-development-with-unity/learn/v4/overview