

Overview

Earth and its system are under attack! The attacker? An alien race known as the Volkeir. They are hellbent on galactic domination with only the Celestial Protection Syndicate to stop them. But the C.P.S cannot hold their ground much longer. The Volkeir continue to push further and further into allied space. The 209th “Space Aces” have found a weak point in the Volkeir’s line of attack and sacrificed everything they had to get a ship past enemy lines. You play as that last surviving pilot for the 209th squadron. You are tasked with moving deep into enemy territory to destroy General P (Real name is still unknown). Your ship (“The Dove of War”) is armed with a fully repeating T67-HailFire plasma cannon and three Techron-helious anti-matter bombs. Your ship is also adaptable allowing you upgrade as you go. You will have to fly through asteroid belts, mines, space monsters and swarms of hostile fighters until you reach General P himself and cut the head of this empire of a snake.

Game Details

Game Play:

You start by selecting a user, ship, and difficulty. Then you can either continue a previous game or start a new one by clicking continue or start respectively. All game play is in real time. Each level is around 1-2 minutes long. You move to the right and there is no way to speed up the level. You can move up, down, left, and right to the borders of the screen. Enemies and obstacles move at you from the right. Your ship can fire straight forward, and you can release bombs that damage everything on the screen. You start out with 3 lives. If you fly into an obstacle or enemy or get hit by enemy fire you lose a life. You win by surviving to the end of the level.

Point System:

You earn points by destroying enemies and obstacles; points are also awarded for the number of lives and bombs you have left at the end of each level. High scores for levels and campaigns are displayed on a high score board accessed from the menu.

Levels:

There are multiple levels and new types of enemies will be introduced each level with the last level including a boss. Each level last around 1-2 minutes.

Difficulty:

There are three difficulties easy, medium, and hard. From easy to hard the enemies fire more often, projectiles move faster, and more enemies appear.

Technical Aspects:

This game runs on Windows 10 and has a WPF GUI. It will have a menu, high score board, and about page. From the menu, you can set difficulty and pick a ship. The program saves your progress and allows you pick up where you left off.

Sketch

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Features

C-Level

- Title Screen
- Help Screen
- About Screen
- High Score Screen
- Cheat Mode
- Game Logic
- Difficulty
- Sound Effects
- Basic AI
- Basic Combat

B-Level

- Advanced Combat
- Real Time Action
- Advanced AI

A-Level

- Levels
- Game save/load

Bonus

- Ships Skin Selection
- Bosses