

Documentation

A simple space shooter game with sprites, bonus ammunition and a simple left/right arrow and shooter button.

A extremely helpful tutorial followed was done by <http://www.christianpeeters.com/complete-app-tutorial/create-a-simple-space-shooter-with-corona-sdk/>, following this I learned a lot regarding Lua and mechanics of 2D games in lua much faster than I thought. Of course, I used the forums at <https://forums.coronalabs.com/>, a lot of great people willing to help newbies learn easily.

Here are a few screenshots:



