

Game Definition:

My game is going to be similar to a take on space invaders. Instead of being played at the bottom shooting the invaders at the top, this game will involve the player to start on the very left side of the screen and move to the finish line or goal to the very right side of the map whilst avoiding or eliminating the enemies.

Components:

1. Component: Corgi (Player)
Behavior: Moves up and down with up and down arrow
Right arrow (or possibly spacebar or clicking) shoots laser
2. Component: Enemy
Behavior: Appears at random point on the y axis and moves straight to the left
If hits player, player loses some health
3. Component: Health pack
Behavior: Appears in random points to allow player to try and gain some health

Reach Components (extra time)

4. Component: Enemy 2
Behavior: Same as original enemy but explodes at random point for extra damage
Possibly comes at a faster speed

Schedule (Due Dates):

- Feb 16: Player on screen and can move up and down and floats to the right (finish mark) of map which completes the game
- Feb 23: Enemies and health packs appear on screen and impact with player successfully impacting their health
- Feb 28: Reach Components

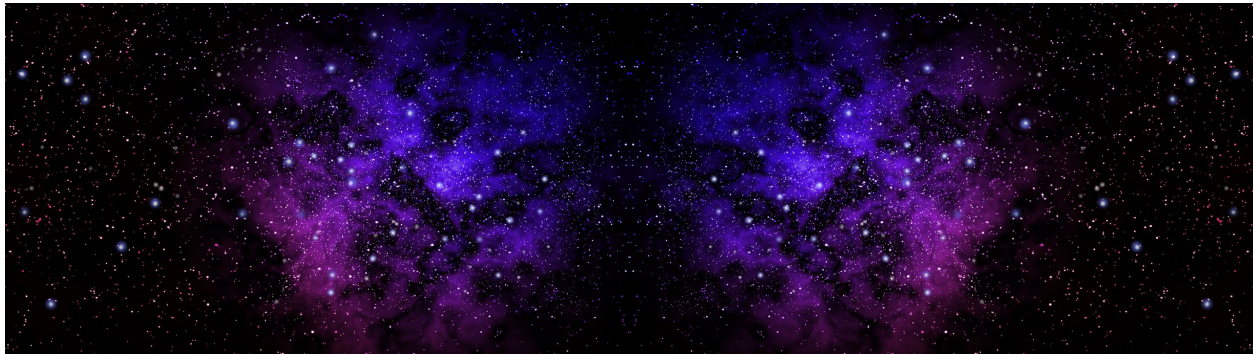
Art:

Player:



Background:

(one image mirrored over and over to create loop of space)



Enemy:



Players laser:



Explosion:

Particle generated see linked article for details

<https://garystanton.co.uk/better-explosions-with-phasers-particle-emitter/>

Health Pack:



Sketch:

