Space destroyer

Game Concept:

UFO Onslaught plunges the player into the role of a lone spaceship pilot tasked with eliminating a relentless and evolving UFO threat. Piloting a nimble spacecraft, the player navigates a dynamic space environment filled with hazards and opportunities. The primary objective is to accrue a high score by destroying the increasingly resilient UFO.

The core challenge lies in the UFO's unique ability to regenerate and grow stronger after each destruction. Each time the player successfully blasts the alien craft, it reappears with increased health, demanding greater firepower and tactical maneuvering. To overcome this escalating threat, the player must strategically collect vital power-ups scattered throughout the level. These power-ups include essential resources like health to sustain damage and ammunition to fuel their weapons.

The ultimate goal is to push the UFO to its limit. After being destroyed multiple times, the UFO will reach a critical regeneration level (level 5). At this point, it can no longer revive itself. The player must muster all their collected power and skill to deliver the final blow and achieve victory. The game emphasizes fast-paced action, strategic power-up collection, strategic power-up collection, and a constant sense of escalating challenge.

How to Play (Hypothetical):

1. Launch the Game: Execute the start button to start game, pause button pauses game until its pressed again and end game will terminate program
2. Control the Spaceship: Players would use keyboard keys (e.g., arrow keys for movement, spacebar for shooting).
3. Engage Enemies: Maneuver the spaceship to aim and fire at incoming asteroids and UFOs.
4. Collect Power-ups: Fly over health icons to replenish health or ammo icons to gain more projectiles.
5. Utilize Special Abilities: Activate the "ForceField" to temporarily hide inside and gain points becoming invulnerable or fire the "LaserBeam" for a powerful attack (if these are player-activated).
6. Avoid Obstacles: Steer clear of collisions with enemies and environmental hazards.
7. Score Points: Points are awarded for destroying enemies and for surviving longer or collecting items.
8. Game Over: The game would likely end if the player's spaceship runs out of health.