

Introduction

Welcome to Space Defender! This exciting 2D space shooter game, developed in C# using Windows Forms, challenges players to defend Earth from waves of alien invaders. Control your spaceship, defeat various alien enemies and bosses, and experience immersive graphics and sound effects.

Features

Multiple Alien Types: Encounter green (normal), yellow (smaller and faster), and red (strafing) aliens.

Boss Fights: Face powerful bosses at waves 5, 8, 12, and their reborn versions in waves 13-15.

Dynamic Movement: Alien enemies display unique behaviors, including strafing, descending and even teleporting patterns.

Sound Effects: Enjoy sound effects and music for an immersive experience.

Visual Appeal: Animated backgrounds, 8-bit font style, and resized alien and explosion images enhance gameplay.

Progressive Difficulty: Choose from easy, medium, hard, or custom (1-15 waves) difficulty levels.

Game Over Conditions: Lose if an alien reaches the bottom of the screen. Win by defeating all enemies in the final wave.

How to Play

Step 1: Start the Game

Launch the application. The main menu offers the following options:

- Play: Start the game.
- Tutorial: Learn how to play.
- Audio Settings: Adjust music and sound effects levels.

- Quit: Exit the game.

Step 2: Select Difficulty

Choose from:

- Easy: Slower enemies and fewer aliens per wave.
- Medium: Balanced challenge.
- Hard: Fast-paced with more enemies.
- Custom: Customize between 1-15 waves.

Step 3: Control the Spaceship

-Use Arrow Keys or A/D to move left or right.

-Press Left Click to shoot.

Step 4: Defend Earth

Destroy alien ships before they reach the bottom of the screen.

Prepare for boss fights at designated waves.

You may also at any time pause the game to return to the main menu or to just resume gameplay.

Winning/losing

Win: Clear all waves by defeating every enemy.

Lose: If an alien gets past your ship, the game ends.

Installation

Clone the Repository:

git clone <https://github.com/dosqas/SpaceDefender.git>

Open the Project:

Use Visual Studio to open the SpaceDefender.sln file.

Build and Run:

!!!Ensure your display Scale & Layout is set to 125% for it to work!!!

Press F5 in Visual Studio to build and run the game.

Troubleshooting

Display Issues:

Ensure the display scaling is set to 125% to avoid rendering problems.

Smooth Animations:

Some animations may not play smoothly on low-performance systems.

Technical Support:

Contact: [sebastian.soptelea@proton.me]

Technologies Used

-Programming Language: C#

-GUI: Windows Forms

-Framework: .NET Framework

Acknowledgements

-Images: Credits to original image authors.

-Sound Effects: Credits to sound creators.

-Game Framework: Based on classic space shooter mechanics.

Enjoy playing Space Defender! Protect Earth and prove your skills as the ultimate defender of space!