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Project 1
Report

Galaxa

The objective of the game is to beat the 4 levels before running out of time. There are 2 waves of enemies, a mini-boss, and a boss. The player has 5 lives to make it to the end.

Controls

Arrow keys - Movement
Ctrl - Shoot

Description

Enemies have set target paths and after an initial bombing run, head to a target position in the lineup. During the bombing run, enemies have a 0.4% chance of firing and when in the lineup, a 0.2% chance. There are 4 total waves: 2 basic enemy waves, a mini-boss wave, and a boss wave.

The bosses enter, then start shooting multiple missiles at once destined for offscreen target points. After a certain amount of health lost, the boss/mini-boss will begin firing special missiles. The special missiles live for 4.5 seconds and “track” the user while alive. Once, the player has beaten the boss or lost all lives, the Final Score screen displays with the player’s score and allows the option to play again.