Design Overview for <<Flight Shooter>>

Name: **Bui Minh Duc**
Student ID: **103426418**

Summary of Program

Flight Shooter is an aircraft shooting game made with Windows Form in C#. This game consists of player, bullet and many enemies. When user run the program, the main menu screen will display with 2 button for new game or instruction. In this game, player need to shoot the enemy down with bullets, the player can only move left and right while the enemies can only move straight down. For each enemy killed, player will gain 1 score (the score display in the middle of the screen), game over when the player let enemy passed by the lane which player protect. The speed of the enemies will increase when the score is higher and higher. When Game Over, player can press R to play again or press E to exit if don't want to. Figure 1 will help you to understand the game more clearly.
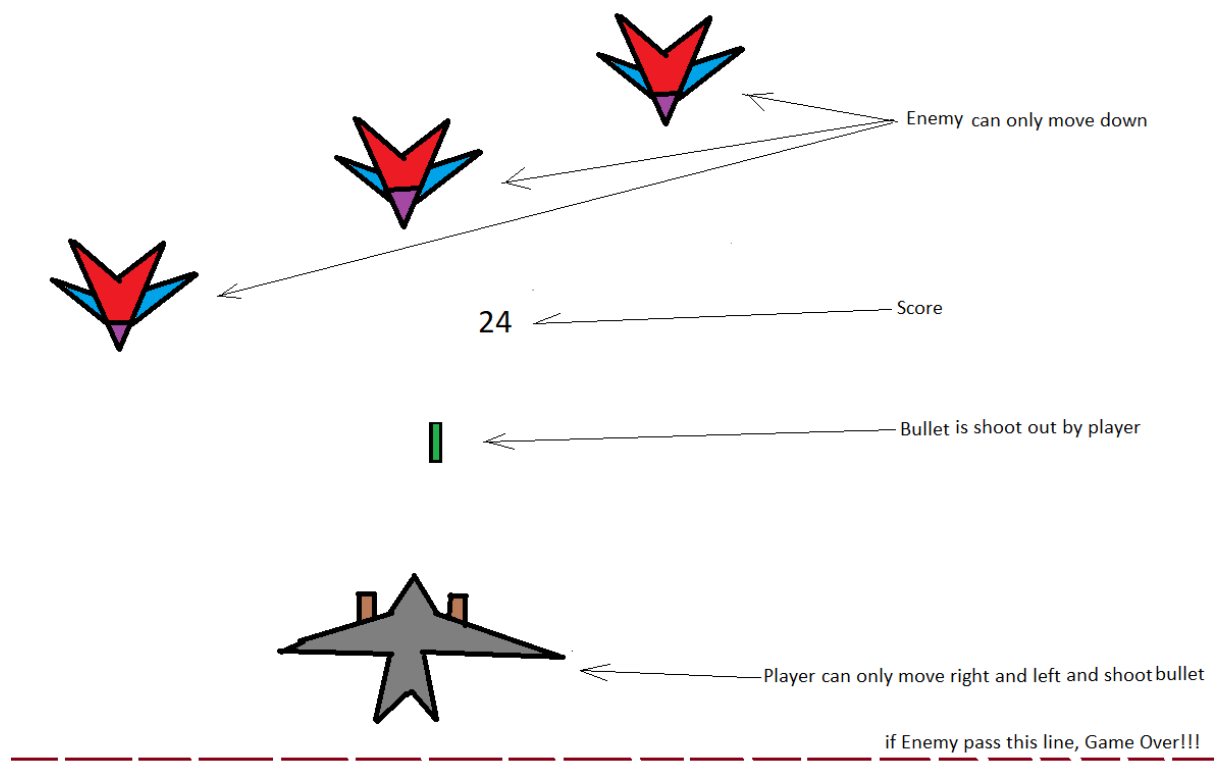

Enemy can only move down

24 — Score

Bullet is shoot out by player

Player can only move right and left and shoot bullet

if Enemy pass this line, Game Over!!!

Figure 1 – Game Sketch

Required Roles

Describe each of the classes and interfaces you will create using the following table (one per record).

Table 1: <<role name>> details

Responsibility	Type Details	Notes
	Field type, parameter and return types	
GameObject	Speed, position, img, size	Object which will be display in game
Player	Speed, position, img, size, goleft, goright, shoot, score	Inherit from GameObject
Enemy	Speed, position, img, size, godown	Inherit from GameObject
Bullet	Speed, position, img, size, goup	Inherit from GameObject, shoot out from player

Table 2: <<enumeration name>> details

Value	Notes

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