# Nike

## Space Invaders

An android game: Space Invaders

By wikipedia, Space Invaders is a 1978 arcade game created by Tomohiro Nishikado. The objective of the game is to shoot the invaders with your laser base while avoiding their shots and their invasion. The main goal is getting a score as highest as possible by shooting down invaders. For more info, see this quick guide.

A link to Repo

A link to Story Mapping

## Team members

*Format: Name, Github Username*

Zhiyuan Guo, danielmonster

Henry Yi, Henry-YiW

Roberto Lozano, robertolozano

Xuanchen Zhou, PathaChow

Weili Yin, CharlesYWL

User Stories:

- As a player, I want to shoot with missiles.
- As a player, I want to move my laserbase to avoid attack from invaders' missiles.
- As a player, I want to hide behind the base shelters.
- As an artistic player, I want to have a nice and beautiful UI that displays all the objects and my score.

missile: (Zhiyuan Guo)

1. Moveable missiles
2. missiles with different shape, sound effect, and animation effect
3. missiles with AOE, "debris" effect

LaserBase: (Henry Yi)

1. I want to move my laserbase with 3 lives.
2. laserbase can shoot missiles, and will die if hit by invaders or resurrected if it still has lives.
3. laserbase can move faster under certain circumstances(combos or VIP), and has cool shapes(images).

Invader: (Xuanchen Zhou, Henry Yi)

1. Invaders move from left to right(horizontally), and move down(vertically) once it reaches the wall.
2. Invaders can shoot missiles, and increases the frequency of shooting as their number reduces. Have some mystery invaders that move super fast that give user many points if user hits it.
3. Invaders have cool shapes(images).

Base Shelter: (Roberto Lozano, Weili Yin)

1. Four base shelters.
2. Base shelters will shrink (lose pixels) if hit by invaders.
3. Base shelters have cool images.

UI: (Zhiyuan Guo, Roberto Lozano)

1. UI has a black universe background.
2. UI has scores and all the objects.

As a player I want to move my laser base

to avoid attack from invaders' missiles

shoot with missiles

hide behind the base shelters

have a nice and beautiful UI

move my laserbase with 3 lives

Invaders move from left to right, and move down once it reaches the wall

movable missiles

Four Base shelters

A black universe background

Laserbase can shoot missiles, and will die if hit by invaders or resurrected if it still has lives

Invaders can shoot missiles, and increases the frequency of shooting as their number reduces. Have some mystery invaders that move super fast that give user many points if user hits it.

Missile with different shape, sound effect, and animation effect.

Base shelters will shrink (loseprets) if hit by invaders.

UI has scores and all the objects.

Laserbase can move faster under certain circumstances, and has cool shapes (images).

Invaders have cool images

Missiles with AOE, "debris" effect.

Base shelter has cool image.