Project Proposal: R-Type

I will program level 1 of the retro side-scrolling shooter game R-Type.

The game will open with a splash screen followed by a menu with 3 options: Play, Leaderboard, and Controls. Play will start the game, Leaderboard will display the top 10 scores saved by players, and Controls will display the controls to the player before the game starts.

The enemies will travel in the same patterns and the difficulty should be kept to the same level if not slightly easier. It will not include the force/drone system or the level boss, but the player ship will still be able to charge their attack as in the original game.

Like the original game, the player will have 3 lives that will allow them to respawn at the most recent checkpoint upon being killed. When these lives have been used up, the player must restart from the beginning of the level.   
If the player gets a score higher than that on the bottom of the leaderboard, they will get the option to add their initials to the table.