

Space Invaders

COP290: Assignment 3

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Objectives

Problem statement in brief

Our choice

Space Invaders



Space Invaders

Basic Game-play

- The player will control a space ship and shoot down aliens.
- The aliens will shoot bullets at the players ship.
- On getting hit by bullets the player will lose 1 life.
- On destroying a large number of aliens, the player will get bonus lives.

Space Invaders

Multi-player Version 1

- In co-op mode, the different players will team up to fight the aliens.
- The points scored by each will be combined together.

Space Invaders

Multi-player Version 2

About competitive mode

- In another mode, players will compete with each other.
- They will be put up against the same aliens but their scores will be separate.
- The one who kills more aliens and / or survives the longest will get a higher score.

Space Invaders

Scoring Scheme - 1

Lives

- Each player will be given 3 lives.
- On getting hit by an alien bullet or colliding with an alien, a life will be lost.
- After killing 10 aliens in a row without any waste shot, a life will be awarded.

Scoring

- On killing an alien a point would be avoided.
- On killing more and more aliens in a row, a multiplying factor associated with points would increase.

TODO: SOCCER

Network Design

Some more

TODO: SOCCER

TODO: SOCCER

Something about replacing player with AI player of same level till network is back

Artificial Intelligence

Enemy side

TODO: KC

Write about it dodging bullets and shooting in the direction of the players

TODO: KC

Write about it dodging bullets and shooting in the direction of the enemy and also about the accuracy it will have. Something like a player quality.

Time Line

Thank You