Space Shooter - Sara Bayat Hashemi & Farbod Hadi Ghanavat

GamePlay Description
The game is a 2D space shooting game. The goal of it is to survive as much as possible. Its play style is classic and similar to old games. It might remind the player the game Chicken Invaders. RayCasting is used for enemy agents to detect the player, so they can shoot only when the player is in their range.
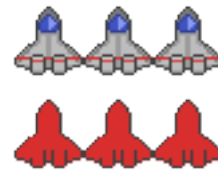
Visual Style
The game has a 2D pixel art style, and all the assets are downloaded from the unity asset store.

The Player	Enemies	UI (HealthBar)

Audio:
The audio of the game is also imported from the unity asset store. The audio could be considered the soul of the game, and they have a quite crucial rule to make the game more interactive.

Theme:
The game is a survival game. Thus, it has no specific end; as long as your spaceship is not destroyed, you are in the game. The goal is to score more and more. The game gets more difficult as long the player survives.

Story:
This game does not include any specific story; it is a classic survival space shooter.

Interface Sketches:
The goal was to make its interface similar to classic 90s space shooting games. For UI, the sprite of the player's spaceship is used, and some simple text and strings features of Unity.