Final Project

Game: Earth Defense

A modified 3D version of Missile Command created for NCSU CSC 561

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Video Link: <https://www.youtube.com/watch?v=3BnRAVS_vCA>  
Github link: <https://github.com/fuzzymee/earthdefense2>

The game is featured in space and is limited to area around the Earth (with an orbiting moon and a sun in distance). Asteroids are randomly spawned with Earth as its target. Three stations are built for both offense and defense purposes. They keep the barrier around Earth functional and also able to shoot missiles to explode the asteroids from a distance to keep them from reaching Earth.

The Earth will be defenseless once the stations are all striked down. Each station is capable of taking two hits. They will be able to automatically shoot the closest asteroid present once the 'Shot' command ("Spacebar") is pressed. A cooldown time is present after a missile has been fired, in which the stations cannot fire further missiles. The player will be able to command different stations by making use of the arrow keys. Scores will be gained whenever an asteroid has been shot down before reaching Earth.

To start off, fire a missile once the universe is visible.

To play:

"Spacebar" - Fire missile

"p" - To start game at the Game Start Screen

"r" - Restart game

"w" - Rotate upward around Earth

"s" - Rotate downward around Earth

"a" - Rotate left around Earth

"d" - Rotate right around Earth

"UpArrow"/"DownArrow" - Select Different Stations

Features Incorporated:

* Sounds: Explosion, missile launching, gameplay, etc.
* Animated Explosion
* Scoreboard (per station)
* Recharging cooldown time (per station)
* Multiple lives
* Auto-targeting