Finalized Final Project

Using Open Frameworks, I will try and build a spaceship shooter game. This game will be comprised of a player whom the user will control.

* + Player
    - Moved by arrow keys left and right.
    - Shoot vertically and horizontally with different keys.
    - Only able to move horizontally from left to right.
    - Can respawn with set amount of lives.
    - If hit by enemy will respawn or end game.

The player will also be able to shoot enemies in front and to the left and right of the ship. This is to increase difficulty in the game so if an enemy or an obstacle is placed on either the left or right side of the player it can shoot at them. As of now the enemy will be falling from top of the screen and will also be able to shoot. Enemies will increase after certain amount of time has passed increasing the difficulty. Also, as an extra feature of the enemy class I would like to implement enemies growing or being able to stack on each other. Then moving as a single unit.

* + - Enemy
      * Shoot back at player.
      * Increases with time.
      * The ability to join with other enemies.
      * Will disappear once contact is made with bullet from spaceship.
      * Visually different bullet from player.

I will also have a start screen and an end screen. Ultimately, I would like to implement two different screens for the game. One is a moving star background to give the effect of the ship moving through space. The second is a wormhole screen using open frameworks graphics. Where the spaceship rotates forward and you must navigate through the wormhole without hitting debris or enemies.