

# External Documentation for Project B

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## Description

The game is a tribute to space invaders with its own twist.

## Version History

I pulled the version history from github using the shell command:

git log --pretty=format:"%h - %an, %ad : %s"

You can also find it at: <https://github.com/graydon-armstrong/FinalProject/commits/master>

If you want better readability.

ff11f66 - Graydon Armstrong, Thu Aug 15 23:30:29 2013 -0400 : Added Splashscreen and comments

947d980 - Graydon Armstrong, Thu Aug 15 22:31:03 2013 -0400 : Added 4th Difficulty

85d2c7e - Graydon Armstrong, Thu Aug 15 22:18:27 2013 -0400 : Proper External

7f542c0 - Graydon Armstrong, Thu Aug 15 22:16:10 2013 -0400 : External Documentation

d118fce - Graydon Armstrong, Thu Aug 15 22:08:36 2013 -0400 : Added Start Menu and Score screens

06e2b3b - Graydon Armstrong, Mon Aug 5 22:49:46 2013 -0400 : Added Stages and a scoreboard

d632725 - Graydon Armstrong, Mon Aug 5 20:52:31 2013 -0400 : Added 3 levels of enemies

5fe915b - Graydon Armstrong, Mon Aug 5 20:35:06 2013 -0400 : Multiple enemies

56b0e39 - Graydon Armstrong, Mon Aug 5 17:44:13 2013 -0400 : Added Enemies Dying

02da602 - Graydon Armstrong, Mon Aug 5 16:59:16 2013 -0400 : Added Basic Enemy

23dc2ab - Graydon Armstrong, Mon Aug 5 16:27:04 2013 -0400 : Basic Ship and Bullet

fae7fab - Graydon Armstrong, Tue Jul 30 01:03:12 2013 -0400 : Basic Game loop

ed42a9e - graydon-armstrong, Thu Jul 25 11:56:25 2013 -0400 : Create README.md

1e7eb32 - Graydon Armstrong, Thu Jul 25 11:54:49 2013 -0400 : Initial Commit for Project

## Detailed Game Description

The game is a top down shooter where you must destroy all the enemy ships to advance to the next level. You control a ship that can shoot a single bullet at a time to try and kill the ships. The enemy ships have 4 levels of difficulty and will get faster each time you kill it. Enemies change direction and get closer when they hit a wall. Enemies give you more points when they are destroyed based on their level.

### Controls

The user controls the ship with the right and left arrow keys, and can shoot bullets with the spacebar

### Characters/Vehicles

The player is a green ship.

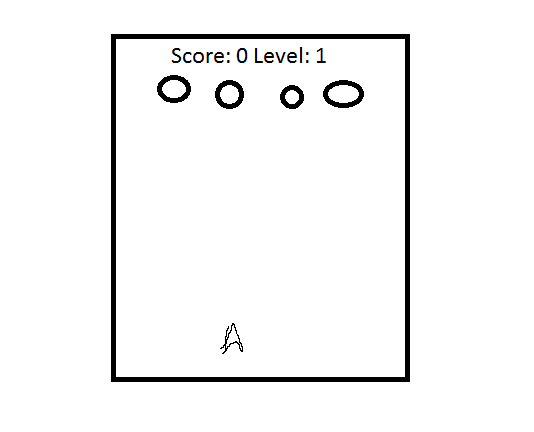
### Enemies

The enemies pentagon shaped ships

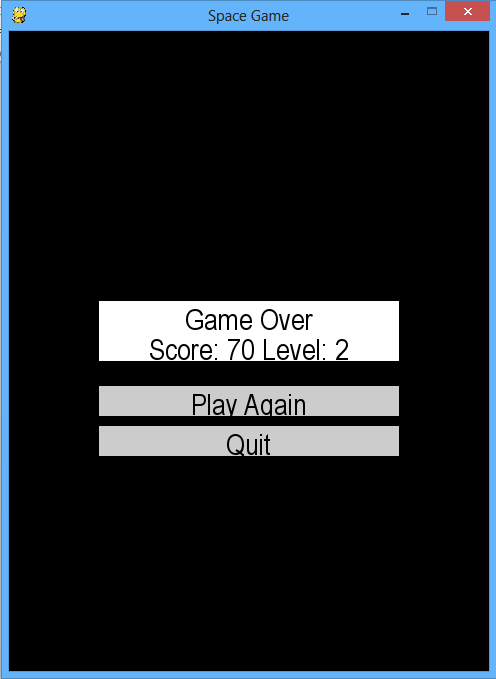
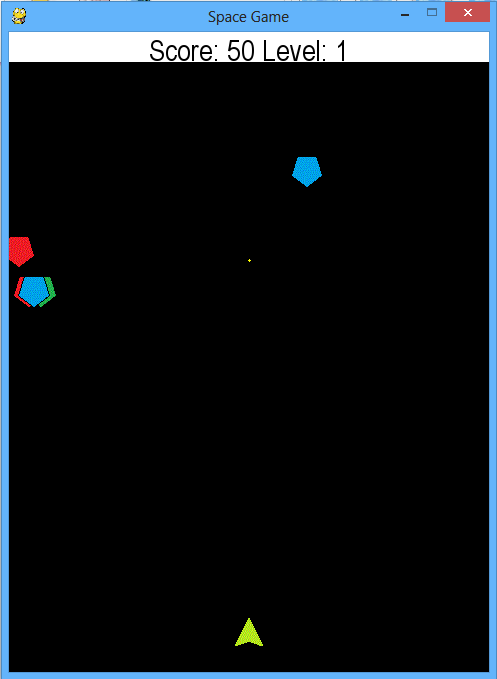
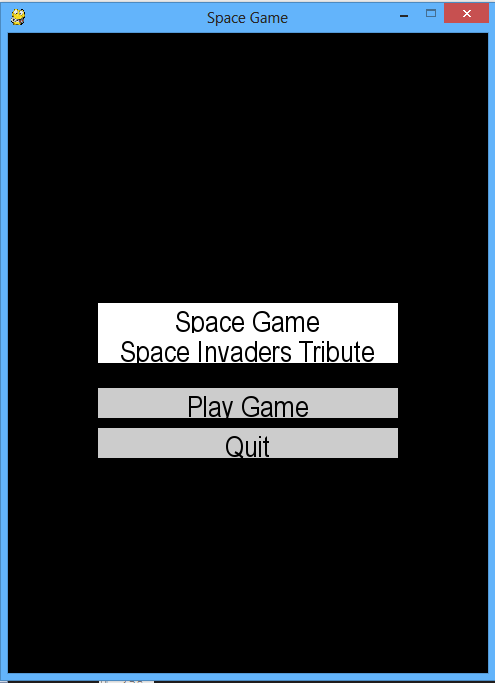
### Scoring

The user scores 10 points \* the enemy level each time an enemy is destroyed

## Interface Sketch



## Screen Descriptions



## Art Assets

 Ship

 Bullet

 Level 1 Enemy

 Level 2 Enemy

 Level 3 Enemy

 Level 4 Enemy