Team Java

**Space shooter**

Static

Side scrolling

Shapes

Collision detection

Score

Difficult ratings

Spawn points

Power ups

Weapon damage

Super weapon

Boss fights

Menu – Options – Controls – Help

***Extras***

Ship Choice

Text Chat

High Scores Table

Sounds

Achievements

Gameplay modes

Star pulsing

|  |  |
| --- | --- |
| **Things we Want** | **Things we don’t want** |
| simplicity | Story |
| Easily modifiable Base Code | Physics (gravity and momentum is fine) |
| It to be “fun” |  |
| Multiplayer |  |

Game Types

**~~Adventure~~**

* Can be top down
* Can be 3rd person
* Has puzzle elements
* Story
* Co-Op

**Arcade**

* Simple
* Multiplayer
* Easy to modify

**~~FPS~~**

* Fast Paced
* Multiplayer
* Complex

**Strategy**

* Mostly top down
* Can be real time or turn based

**Fighter**

* Simple
* Vs Multiplayer

**~~RPG~~**

* Complex
* Story

**Misc**

Control scheme

Lobby or drop in for multiplayer

Text chat – Have shortcuts that send out present commands eg ctrl+l will send out “Go left”