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Project 2

The name of my game is Eye Invasion. Eye monsters have invaded the world and the objective of the game is to defeat all the eye monsters and proceed to the next level and finally beat the boss. On the first level you encounter the first type of enemy, which are floating eyes that move back and forth and shoot lasers out of their eyes. Getting hit by the laser will do 10 damage to your health, so getting hit by two lasers will kill you. You also have 3 lives to begin with. You can either jump to avoid the monsters or shoot them to death with a regular gun or a laser gun. From level 1, you proceed to level 2. Level 2 is a swimming level and you begin by jumping into the water. Right away you can see that the eye monsters are also in the water and there are a lot of them. Avoid the eye monsters or kill them and swim across the level to get to the next level. In this level there are a health pack to increase your health by 10 and a heart to increase your life amount.

On level 3, you start in the water so you must jump out and get on land. Once on land you encounter more eye monsters but this time they don't move and they don't shoot lasers at you. However, they are scattered all over the mountain that you're trying to climb. Running into these monsters will instantly kill you, and you cannot kill them with your guns. This level is also a parallax level. On the last level, the top down level, you encounter the boss that is a really big eye. He shoots big

lasers at you that will kill you in one hit. In the middle of the level is a heart that you can use to gain another life. Your weapon options are your lasers or a death ray. Your lasers do little damage to the boss but will eventually kill him. The death ray, however, will kill the boss in 3 hits but is a lot slower. Once you defeat the boss, continue ahead and a game over screen will appear. Controls for the character include: the arrows to move, C to shoot, spacebar to jump, and tab to switch weapons.



Lives: ♥♥♥
Health:20



Left/Right/Up/Down Moves, Spacebar Jumps, C Fires & Tab Switches Weapons.

