## Ian Kane 11/17/11

Digging Disaster

# **Abstract:**

I wanted to create a 2d shooter that wasn’t really a shooter. Thus, I designed a basic engine that would let me have the basics without developing too far. Then me and my friends were talking and I realized how I could make this work without being violent. I decided to theme it like dig-dug, where you’re just digging around and you have to beat the enemies on the level in order to get further down. Overall, I like the feel of the main character, which my friend Janine Carbone made for me, he’s just your average joe digger who wants to dig.

# High Level Architecture:

I used a lot of code from Asteroids in the beginning, but then changed a whole lot of it to make it my own. I took bullets and made them projectiles, and changed their movement. Enemies are based off asteroids, but they have different movement properties and health/destruction values. The player’s movement was changed, and he was given health so it wasn’t a one hit kill for him.

# Design Decisions:

I decided to make a top down shooter using 2 directional inputs, one for shooting and one for moving, like a dual stick shooter. I wanted the enemies to be killed easily and the player to be a little frail, but able to make a mistake. Overall it’s a basic game and if I didn’t have as many issues I’d probably have added more “Stuff”.

# Technical Decisions:

I didn’t implement screens, even though I made the classes for them. I got a basic hud to work, and a game play mode to work, but those are the only 2 modes. It’s poorly put together, and I never want to put a game together like this again because there were so many linking issues I had to deal with.

Everything else is in the game, so enjoy!

Music by: Max Arthur

Player animation by: Janine Carbone