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ITEC 220

Project 5 Description

For project 5, I have decided to create a clone version of the game *Geometry Wars* called *Pew Pew!* and add a few additional features to it as well. The premise of the game is to destroy enemy geometric shapes while flying around the screen and staying alive. The enemy spawns at intervals in the corners of the screen and the type of enemies increase as more time goes by. The enemies will either spawn more enemies, fly aggressively at the player, or have a unique trait for the hardest enemies. The score increases by the amount of enemies killed and the score various depending on the type of enemy killed. The standard game is survival for as long as possible and gaining the most points for killing enemies. I would like to have additional game modes where instead of survival the goal is to get the highest score while a timer counts down and the player gets additional points for surviving the whole time. The original *Geometry Wars* features a lot of nice *Tron* like glowing graphics and effects and an interesting electronic sound track and I would like to replicate a similar experience with my game. I am also going to add power ups such as extra lives, bombs, and weapons that have different effects such as a laser or larger firing spread on the starting guns. Everything should be interactive just like in *Geometry Wars*, for instance the background should be affected by explosions and shots being fired across the field.