

Space Hairier
(An Asteroids Inspired Game)

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CST 4801 Final Game Project

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Game Pitch

You, the hero, are tasked with combating adversaries invading planet earth known as the “mysterious beings”. Blast away your enemies and save mankind!

Objective

Pilot a spaceship and shoot any mysterious being that gets in your way to protect earth from the brink of ruin.

Spaceships



An orange spaceship that shoots lasers to overcome their enemies

Controls

Arrow Keys : Move in all cardinal directions

Z or **Spacebar** : Shoot

Esc : Pause the game

Game Flow

Level Mode: The hero will fight 3 levels of mysterious beings, with each level increasing the speed and number of enemies spawning.

Score Mode: The hero has failed to accomplish their mission and are now left to fend for their own. The only thing to do now is to survive for as long as possible.

Level Breakdown

“Earth’s Outer Core” (Level 1) : Mysterious beings consist of weaker variants with a slightly stronger variant coming in later.

“Blue” (Level 2): Weaker and tier-2 mysterious beings are present at the start, with the strongest variant appearing later. They appear quicker and faster.

“Red hell” (Final Level): All variant tiers are present at the start, appearing in big numbers and fast speeds.

Features

2 Game Modes: Play a mini campaign through **Level Mode** or test your skills out in the infinite **Score Mode**.

Items:



You may come across an item as you're shooting through hordes of mysterious beings. Be sure to pick it up to give you a **boost**.

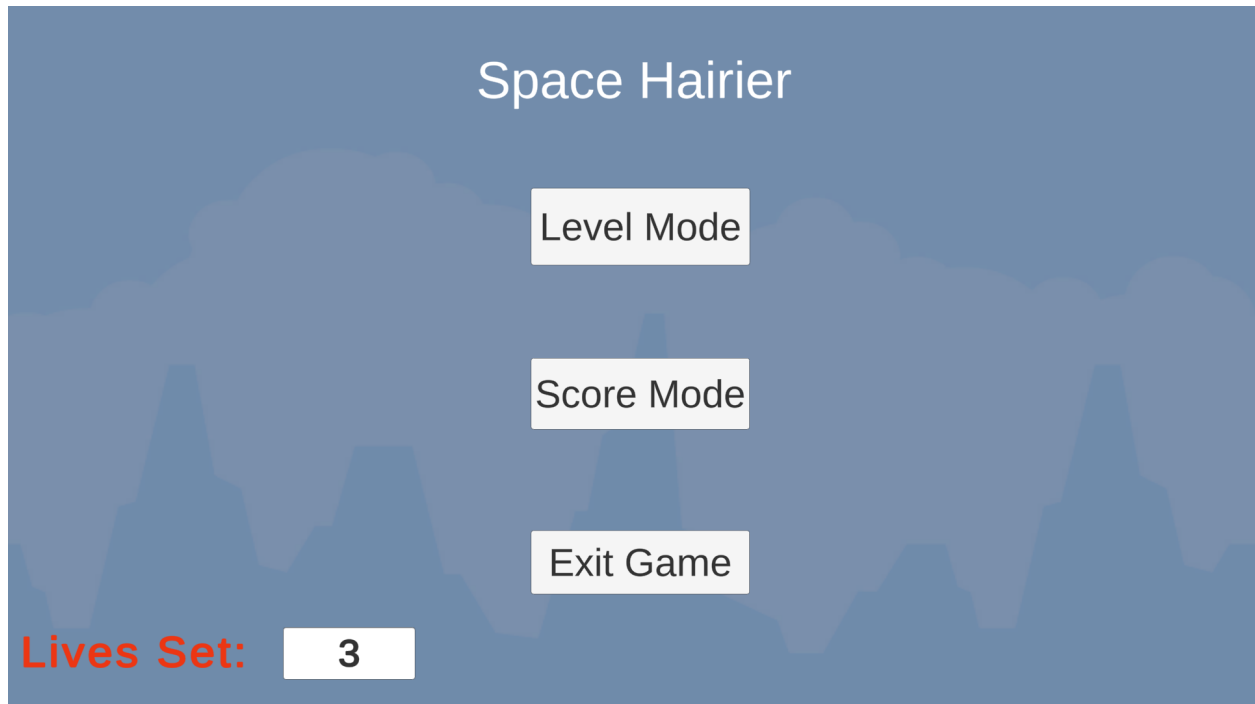
Enemy Variants: Stronger enemies will appear occasionally. They sure can take a hit!

Set Lives: Ability to set your **lives** before playing **Level Mode**.

User Interface

Main Menu

Select which mode to play in the Main Menu screen



Choose the starting amount of lives (Note: Only applies in Level Mode; Lives are set to 1 in Score Mode)

In-Game Pause / Game Over Menu



Pause Menu



Game Over Menu (Note: **Play Again** sets you back to Level 1!)