# 🚀 Space Shooter

A top-down 2D space shooter game built in [Unity](https://unity.com/), inspired by [The Net Ninja’s Unity tutorial series](https://www.youtube.com/playlist?list=PL4cUxeGkcC9iHCXBpxbdsOByZ55Ez4bgF).

This project expands upon the original tutorial by adding new features, polish, and gameplay enhancements.

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## 🎮 Gameplay

Control your spaceship to battle waves of enemies, dodge asteroids, and collect power-ups.

\*\*Game Features:\*\*

- Responsive controls

- Multiple enemy types

- Power-ups and upgrades

- Score tracking

- Sound effects and background music

![Gameplay Screenshot](assets/screenshots/gameplay.png)

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## 🛠️ Features

### Custom Enhancements

- Improved enemy AI

- New power-up system

- Enhanced visual effects

- Optimized performance

### Planned Features

- Boss battles

- Level progression

- High score leaderboard

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## 🚀 Getting Started

### Prerequisites

- Unity 2021.3 LTS or newer

- Git

### Installation

1. Clone the repository:

```bash

git clone https://github.com/yourusername/space\_shooter.git

Open the project in Unity.

Press the Play button to run the game.

🎮 Controls

Move: Arrow keys or WASD

Shoot: Spacebar

Pause: Escape

📁 Project Structure

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space\_shooter/

├── Assets/

│ ├── Scripts/

│ ├── Scenes/

│ ├── Prefabs/

│ └── ...

├── ProjectSettings/

└── README.md

📷 Screenshots

🤝 Contributing

Contributions are welcome!

Please fork the repository and submit a pull request.

For major changes, open an issue first to discuss what you'd like to improve.

📄 License

This project is licensed under the MIT License.

See the LICENSE file for details.

📚 Acknowledgments

The Net Ninja – Original Godot$ tutorial

Kenney.nl – Free 2D game assets

Audio Assets

* <https://pixabay.com/sound-effects/large-underwater-explosion-190270/>
* <https://pixabay.com/sound-effects/explosion-312361/>
* <https://pixabay.com/sound-effects/laser-312360/>