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CS 376 – Game Design and Development

### Rocket Game Instructions

#### Objects

**Rocket Ship:** The rocket ship is the main character that the player controls. Its role is to take down the UFOs that appear in the sky by shooting missiles at it before they make their way down to Earth (i.e., the bottom of the screen).

**UFO:** The UFOs appear at the top of the screen and try to make their way down to Earth to invade the planet and cause mayhem.

**Missile:** The missiles are advanced nuclear weapons that are designed to be shot at alien warships.

#### Object Behavior

**Rocket Ship:** The rocket ship can move to the left or to the right, however, since the rocket is in space it will continue moving to the left or to the right unless force is applied in the opposite direction. It cannot go up or down the screen.

**UFO:** The UFOs are not player controlled, but they spawn every 5 seconds and move straight down the screen. When the UFO collides with a missile, both the UFO and the missile disappear.

**Missile:** The missiles are shot out from the rocket ship and are intended to move straight up. Again, when the missile collides with a UFO, both objects disappear.

#### Player Controls

Moving (Keyboard and Mouse): Use the left arrow to go left and the right arrow to go right (can use “A” key to go left and “D” key to go right).

Shooting (Keyboard and Mouse): Use the space bar to fire missiles or left click on the mouse.

#### Scoring

The only way to score in this game is to destroy the UFOs. A point is awarded for every UFO that is taken down successfully.

#### Game Over

Method 1: If the UFO hits the rocket the game ends.

Method 2: If the UFO gets past the rocket the game ends.

### Sprites and sound:

- Rocket Ship
  - o <https://www.freeiconspng.com/images/rocket-ship-png>
- UFO
  - o <https://www.vecteezy.com/png/18887355-cartoon-ufo-icon>
- Missile
  - o <https://pngimg.com/image/44345>
- Website for Sounds
  - o <https://pixabay.com/sound-effects/search/>