ICS3UI Summative Game

# About the Game

My game is a space shooter inspired by Xevious. The objective is to dodge or destroy asteroids and enemy ships as you fly through space. You begin the game with three lives and lose a life every time you are hit by either, an asteroid, an enemy ship or a bullet. Your score increases by 10 points every second and you get bonus points for destroying enemies. 50 points for an asteroid and 100 points for an enemy ship. To destroy an enemy ship you must either hit it with a bullet or a rocket. To destroy and asteroid you must hit it with a rocket. You can fire a bullet every tenth of a second but you can only shoot a rocket every second. The longer you play the faster the game will move and the harder it becomes. There are 3 different difficulty levels: easy, medium and hard. On easy enemies travel slowly and come every 1.5 seconds. On medium enemies travel faster and come every second. On easy enemies travel very fast and come every 0.5 seconds.

# Instructions

To begin the game from the main menu, click on the “Start Game” button. You can also change the difficulty by clicking on the respective buttons. While in game use WASD or the arrow keys to move forward, left, backward and right respectively. To shoot a bullet you can either press E or left click. To fire a rocket you can either press Q or right click. To pause the game you can click on the pause button in the upper left corner or push the escape key. You can quit the game from any menu by clicking on the “Quit Game” button or by simply closing the window. If you wish to view an in-game help/controls screen you can access it from any menu by clicking the “Help/Controls” button. To return to the previous menu click on the “Back” button.