

Planning Document

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Group 15

Planned Game – Space Invaders

- We will be sticking to the original game setup but will change the graphics somewhat. We will mainly be focusing on having a good game logic and a clear setup, but if we feel it is good for the game, and that we have time for it, we might add an extra feature.

Time Table

Week:	47	48	49
To do	<ul style="list-style-type: none">- Overall Graphics- Read up on what we need for game mechanics- Garrit meeting: Friday	<ul style="list-style-type: none">- Game Mechanics Loops Arrays Random IfStatements Etc..- Goal: Make sure basic game setup works- Garrit meeting Wednesday	<ul style="list-style-type: none">- Finishing touches for game- Possibly add feature if we feel it is necessary

How we plan to work together

The main plan is the one Garrit suggested during class. Sitting together and coding for a period of time at the time. This to avoid having clashing versions when we commit the code on Github, as well as to make sure both of us do the same amount of work. When the person who is coding, the other will be working on either the trailer, or making a step-by-step sheet for different parts of the game that are still to be done.

Screens

- Start screen
- Game Screen
- Game over Screen
- You win Screen

Features

- The player moving back and forth
- The invaders moving back and forth
- The invaders shooting at player at random
- The player shooting the invaders when pressing key 38 (upward arrow)
- When invader is shot score going up
- Score being tracked on game Screen
- Hideouts breaking down when invaders hit them
- Losing a life when player gets hit by invader

Controls

Going left – left arrow (37)

Going right – right arrow (39)

Shooting – arrow up (38)

Storyboard

- See added pictures in hand in!