SPACE JAM

START

OPTIONS

QUIT

VON
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WAS IST SPACE JAM?

➤ SPACE THEMED 2D SPACE INVADER SPIEL

➤ HIGH-TECH ROBOTER JAM-BOT ERKUNDET WELTALL

➤ SAMMELN VON SPACE FRUITS ➔ SPACE JAM

➤ SPACE JAMS ➔ POWER-UPS U. UPGRADES

➤ ZUNEHMEND GEFÄHRLICHERE PLANETEN

ZIELVERSION: STORY MODE

➢ DREI FESTGELEGTE LEVEL

➢ DANACH KONSTANT SCHNELLERE GEGNER

```
for en in get_children():
    if en.is_in_group("Enemy"):
        var movement = randi_range(0,2000)
        if movement>1999:
            dir = dir *-1
        #Force left move, if too far right
        if en.global_position[0]+150 > 1250:
            dir = -1
        #Force right move, if too far left
        elif en.global_position[0] < 50:
            dir = 1
        en.global_position = Vector2((en.global_position[0]+(GameManager.enemyspeed*dir)),120)
```
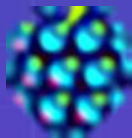
SPACE JAMS

GALAPPLE:

SCHNELLERE SCHÜSSE

NEBULIME:

GEGNER LANGSAMER

ASTROBERRY:

MEHR MUNITION

```
var textures = [
    "res://Assets/fruits/0002_Galapple.png",
    "res://Assets/fruits/0003_Nebulime.png",
    "res://Assets/fruits/0004_Astroberry.png",
    "res://Assets/fruits/0005_Cometberry.png",
    "res://Assets/fruits/0006_Skyberry.png",
    "res://Assets/fruits/0008_Orbinana.png",
    "res://Assets/fruits/0010_Holeberry.png",
    "res://Assets/fruits/0011_Celestia.png",
    "res://Assets/fruits/0012_Lunaberry.png",
    #"res://Assets/fruits/0000_Starberry.png",
    #"res://Assets/fruits/0001_Meteorange.png",
    #"res://Assets/fruits/0007_Cosmango.png",
    #"res://Assets/fruits/0013_Solarmelon.png"
]
```

SPACE JAMS

COMETBERRY

EXTRA PUNKTE

SKYBERRY

SPIELER SCHNELLER

ORBINANA

RAKETE SCHRINKT

```
var powerups = {
    "res://Assets/fruits/0002_Galapple.png" : "Galapple",
    "res://Assets/fruits/0003_Nebulime.png" : "Nebulime",
    "res://Assets/fruits/0004_Astroberry.png" : "Astroberry",
    "res://Assets/fruits/0005_Cometberry.png" : "Cometberry",
    "res://Assets/fruits/0006_Skyberry.png" : "Skyberry",
    "res://Assets/fruits/0008_Orbinana.png" : "Orbinana",
    "res://Assets/fruits/0010_Holeberry.png" : "Holeberry",
    "res://Assets/fruits/0011_Celestia.png" : "Celestia",
    "res://Assets/fruits/0012_Lunaberry.png" : "Lunaberry",
    #"res://Assets/fruits/0000_Starberry.png" : "Starberry",
    #"res://Assets/fruits/0001_Meteorange.png" : "Meteorange",
    #"res://Assets/fruits/0007_Cosmango.png" : "Cosmango",
    #"res://Assets/fruits/0013_Solarmelon.png" : "Solarmelon"
}
```

SPACE JAMS

HOLEBERRY

RAKETE SCHRINKT

CELESTIA

HP HEILUNG

LUNABERRY

FEINDLICHE ALIENS

SCHIEßEN LANGSAMER

```gdscript
func _on_body_entered(body):
    if body.is_in_group("Player"):
        var powerup = powerups[texturePath]
        match (powerup):
            "Astroberry":
                GameManager.max_projectiles += 1
            "Celestia":
                if body.hp < 3:
                    body.hp += 1
            "Cometberry":
                GameManager.score+=5
            "Galapple":
                GameManager.atkspeed += 2
            "Holeberry":
                body.scale *= 0.95
            "Lunaberry":
                GameManager.enemyatkspeed *= 0.9
            "Nebulime":
                GameManager.enemyspeed *= 0.9
            "Orbinana":
                body.scale *= 0.95
            "Skyberry":
                GameManager.speed+=50
```

TECHNOLOGIEN

➢ PROGRAMMIERT IN GODOT ENGINE

➢ VERSIONSVERWALTUNG ÜBER GITHUB

➢ TEAMKOMMUNIKATION ÜBER DISCORD

NUN FOLGT

EINE KURZE DEMONSTRATION

SPACE JAM
GAME OVER

NUN FOLGT
EINE LIVE-DEMO