George Brown College

Assignment 1: Two Dimensional Shooter
Space Blaster

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Game Development COMP3064
CRN13018

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Due: Sunday, October 30, 2016

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Introduction and Detailed Game Description

Space Blaster is a simple 2D shooting game. A lost spaceship travels through enemy space territory for it's attempt to go home. The space ship must make his way through a swarm of hostile enemies, avoiding enemy bullets and ship as well as defending itself.
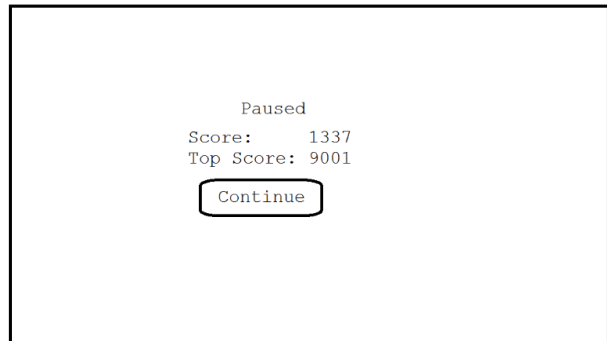
Controls Description

Keyboard controls include the keys A, S, W, and D for movement respective to their position on the keyboard, the mouse for rotation as well as the primary mouse button to shoot. Escape key can pause the game. Movement and the weapon can be controlled with a game controller joystick and shoot button but the rotation has not been implemented. Cancel button can pause/un-pause the game.
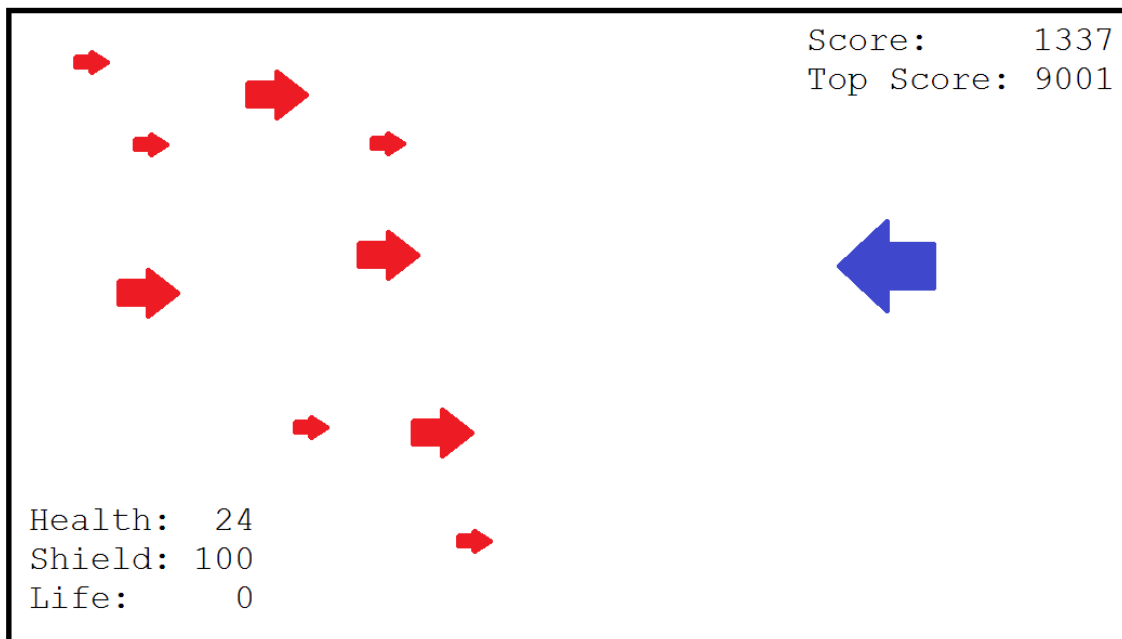
Interface Sketch

Start Menu

```
                 Title
          Top Score: 1234


                 [Start]
```

Pause Screen

```
                Paused
          Score:       1337
          Top Score: 9001

              ( Continue )
```

In-Game


```
                          Score:       1337
                          Top Score:  9001




Health:   24
Shield: 100
Life:      0
```
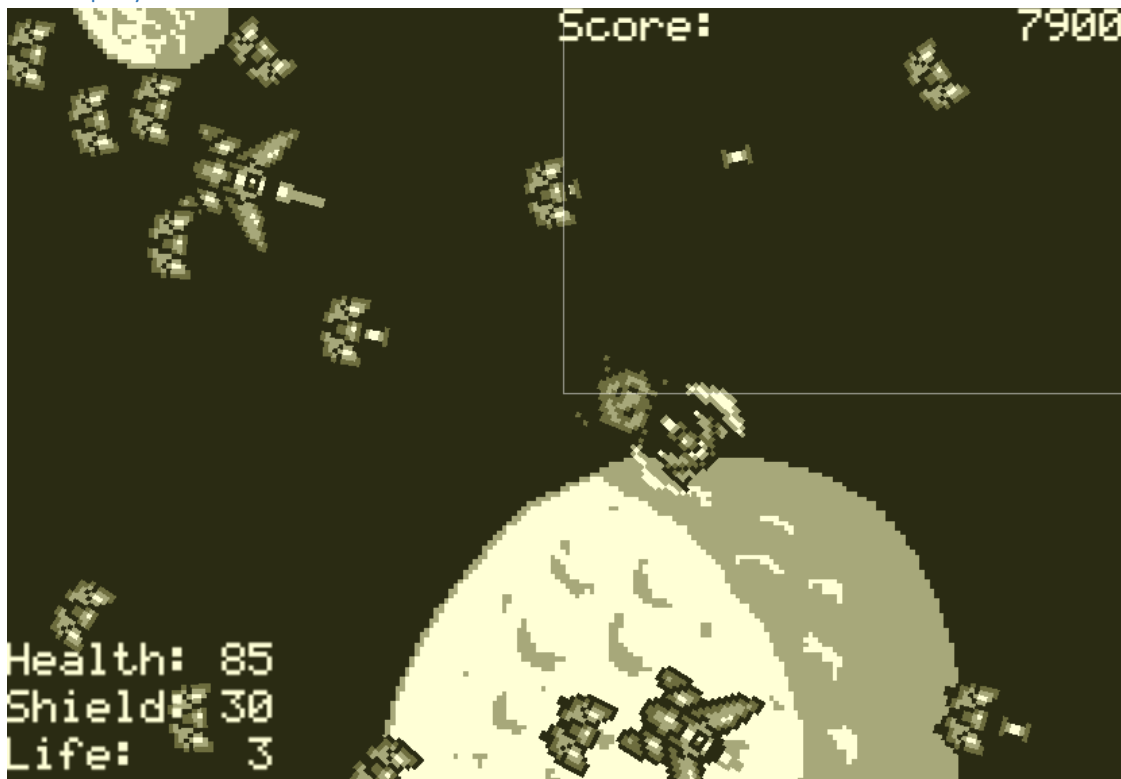
Red arrows are enemy ships and the blue is the player ship.

Screen Description

Start State

Gameplay State

End State

Enemies

Enemies spawn at increasing rate from the left side of the screen but at a random stop between the top and bottom. They also have a random rotation within a 90 degree angle towards the right side of the screen. Enemies shoot bullets at a predefined constant rate as well.

Scoring

Players can gain score by shooting down the enemy and picking up items. If the player ship collides with the enemy, the enemy is destroyed but no points are rewarded.

Sound Index

Sound Effects were all taken from the Arcade SFX Free package by Red Sky Sounds from the Unity Asset Store.

The player's default weapon shooting sound is Laser 10.wav. And the laser beam sound effect is Zaps.wav.

Player's default weapon	Laser10.wav
Player's laser weapon	Zaps.wav
Player colliding with an enemy ship	BitCrash2.wav
Picking up a Shield item	Coinz2.wav
Picking up a Weapon Upgrade	PickUp2.wav
Player bullet hitting a larger enemy ship	Explode8.wav
Player bullet hitting a smaller enemy ship	Explosion13.wav

Art / Multimedia Index

All sprites were taken from Basic Pixel Art for Retro 2D Shooter package by hiro (hamstone) from the Unity Asset Store.

Player ship

Small Enemy Ship

Mid Size Enemy ship

Shield Upgrade Item

Weapon Upgrade Item

Player Bullet