Android Final Project

# Name of Project

Battle of Tyril

# Project Participants

Andrew Godfroy

# Project Specification

Battle of Tyril is a 2D twin stick touchscreen shooter where the player is a lone ship defending a backdrop of a planet. As the game goes on, a timer will count upwards and a killcount will be kept track of.

The Player will attempt to survive as long as possible against the never-ending waves until they run out of health. Once the game is over, a score displays and they then can go back to the start screen to try again.

Enemy AI ships will spawn in at random coordinates in the screen and randomly move around the map in addition to chasing the player if they get within range.