Mobile Game Development

Assignment Team and Game Concept

|  |  |  |
| --- | --- | --- |
| Name | Email ID | Responsibilities |
| Chelsea Chiu | chiyy054 |  |
| Kristy Nguyen | nguky053 |  |
| Matthew Bailey | baimy017 |  |

Explain your concept in general terms:

* A Shoot-Em-Up game set in space where the player controls a spaceship, and they are under attack by enemies coming towards them.
* The player must destroy all enemies on the level and defeat the boss at the end of the level while avoiding the enemy’s attacks to win.
* There are three levels with different levels of difficulty.

Describe a typical play session (include rough descriptions of mechanics and user interaction):

* Game opens to a menu screen where the player may choose to play or quit, and if play is chosen, they may choose one of three levels to play.
* In the Android version, player’s spaceship will follow the player’s finger on the screen or move in response to button inputs.  
  In the Desktop version, player spaceship can either follow the mouse or be controlled by arrow keys.
* Players and enemies have hit points and their attacks will reduce the hit points of any targets they collide with – when a ship’s hit points drop to 0, they are destroyed. Player can pick up healing drops which may randomly appear when an enemy is destroyed.

Describe how this concept is viable to complete within one semester:

* Previous tasks and assessment have taught us the basic game structure, implementing sprites and movement, working with game states and menu flow, and managing collisions.
* By our estimate, this concept will be simple to complete within one semester, leaving room for expansion if extra time is available.