Lab 2 - 2D game

Laura Mazzuca - matr. 0000919489

06/09/2021

0   Assignments

1. Create 2D demo

1   2D demo: Corona Game Revisited

Starting from the 2D Game Corona, it was added:

1. a starry sky background with stars changing position every once in a while;

2. a small change in looks for the viruses;

3. a new kind of projectile which doesn't disappear when it hits the first virus.

The **starry sky** was implemented by creating a star VAO and instantiating it 50 times in random positions. A countdown measures when to change the random displacement of them.

The **viruses' looks** was changed in color and adding the rounded ends to the tentacles, called spikes.

The **strong projectile** can be activated with the combination Q+SPACE. There can only be 3 string projectile at the time and 10 normal ones.

The **win conditions** have been implemented to win when all viruses have been killed before the lowest virus lane reaches the spaceship.