

Pewpew in Space



Play

Exit

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GAME-IDEA

As we can already see in the previous picture, our game idea revolved around an advanced version of the space shooter. The one big difference is, that this game has to be played by two people. The first one is responsible for the control of the weapons- thus the defense of the own player ship. Whereas the other player has to control the movement of the same space ship. Therefore this game can only be performed very well with great teamwork.

DISTRIBUTION OF WORK

Liou Bao: Integration of the cactus controller for each player, sound effects, Player Behavior

Oliver Jung: Level Design, Player Behavior, Character Design

Musfira Naqvi: Implementation of the Enemy Behavior, AI

CURRENT STATE OF THE GAME

The whole game is finished, there are just some little improvements left, such as for example the variation of sound effects.

What we already have are three playable levels with a boss fight in the end.

Level 1



Level 2



Level 3



Win Scene

Level cleared!



Next Level

Menu

