

# SPACE SHOOTER

*Presented by: Mahad Rehman*



# OVERVIEW

01

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Description

02

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Details

03

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UML Diagram



# DESCRIPTION

- Objective
- Gameplay
- Player Controls
- Enemies
- Power-ups
- Scoring Mechanism





# DESCRIPTION

## Objective

The objective of the game is to control a spaceship and survive as long as possible while shooting down enemy spacecraft and avoiding their attacks.

## Gameplay

The game takes place in a 2D space environment, where the enemies start appearing. The player can move their spaceship in any direction to dodge enemy fire and collect power-ups.

## Player Controls

The player controls the spaceship using keyboard arrow keys. The Up and Down arrow key is responsible for horizontal, while the left and right keys are responsible for the vertical movements.

# DESCRIPTION

4

## Enemies

The game features various types of enemy space crafts that fire in different patterns and have different attack strategies. As the game progresses, the enemies become more challenging and numerous.

5

## Scoring

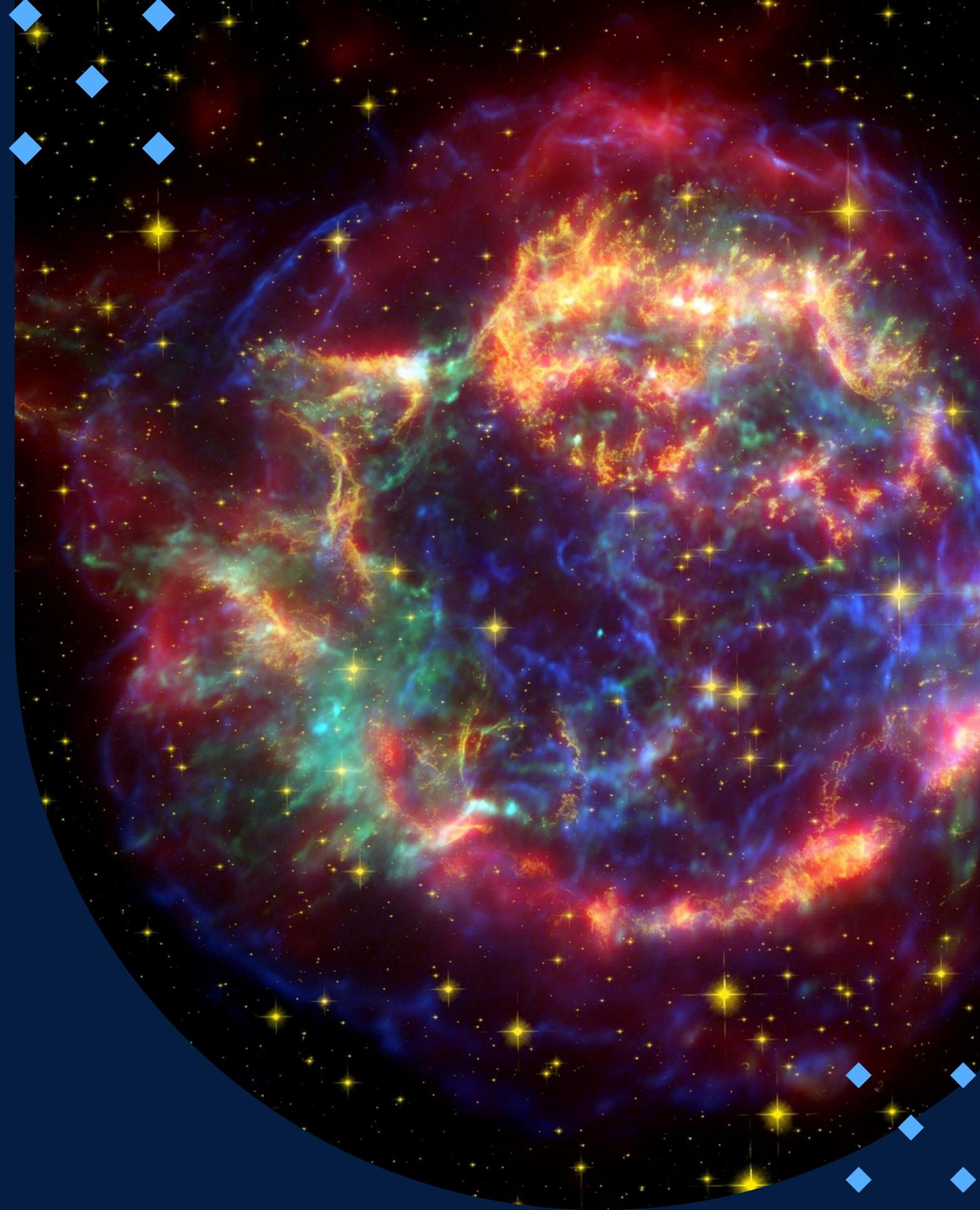
The game keeps track of the player's score. Each different enemy has a different score, which increments as the enemy is killed. The score is displayed on the screen.

6

## Power-ups

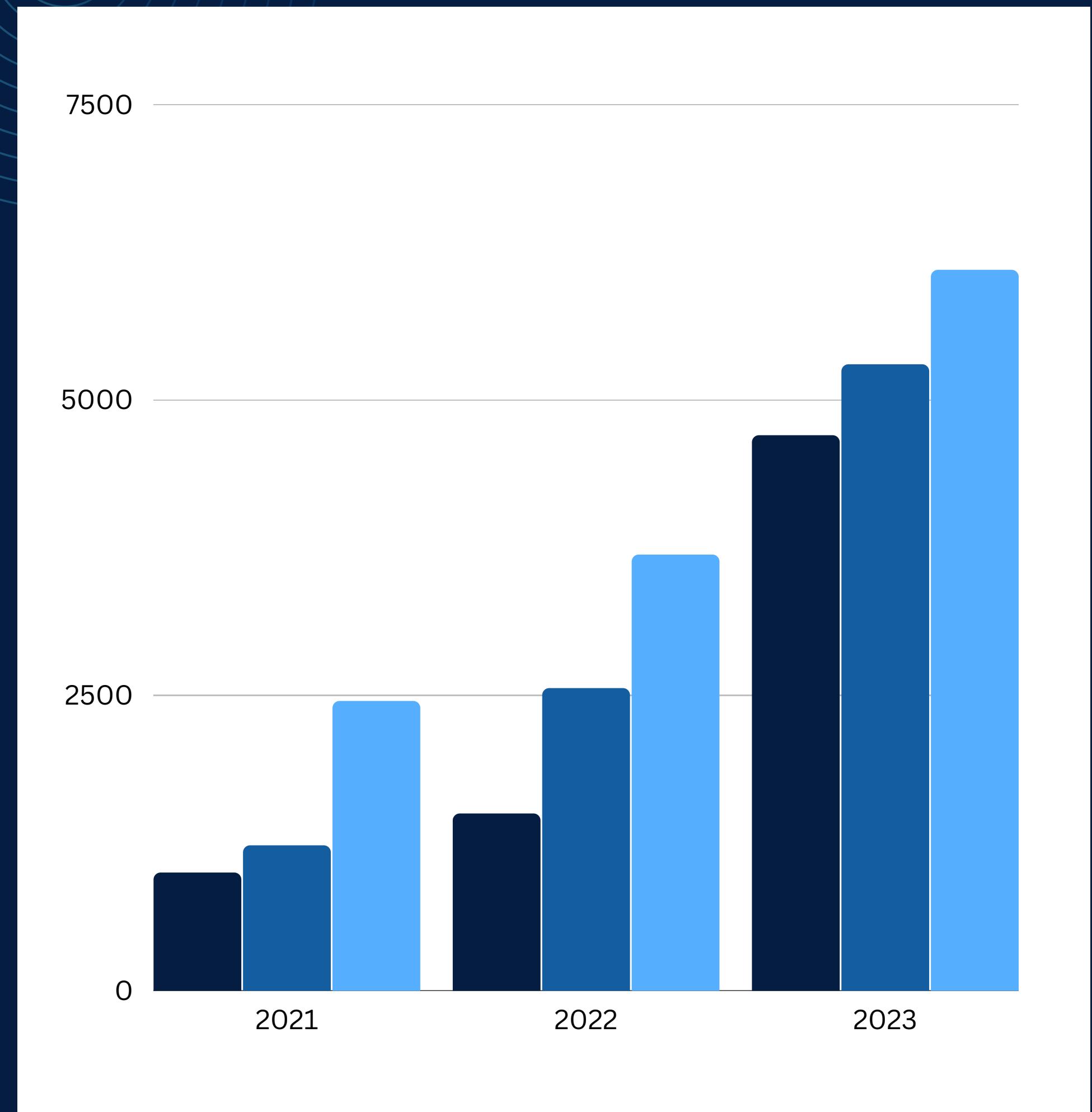
Power-ups can be collected by the player's spaceship to enhance its abilities. These power-ups may include additional weapons, shields, extra lives, score multipliers, or temporary boosts in speed or firepower. They appear periodically during the game.

# FUTURE FEATURES

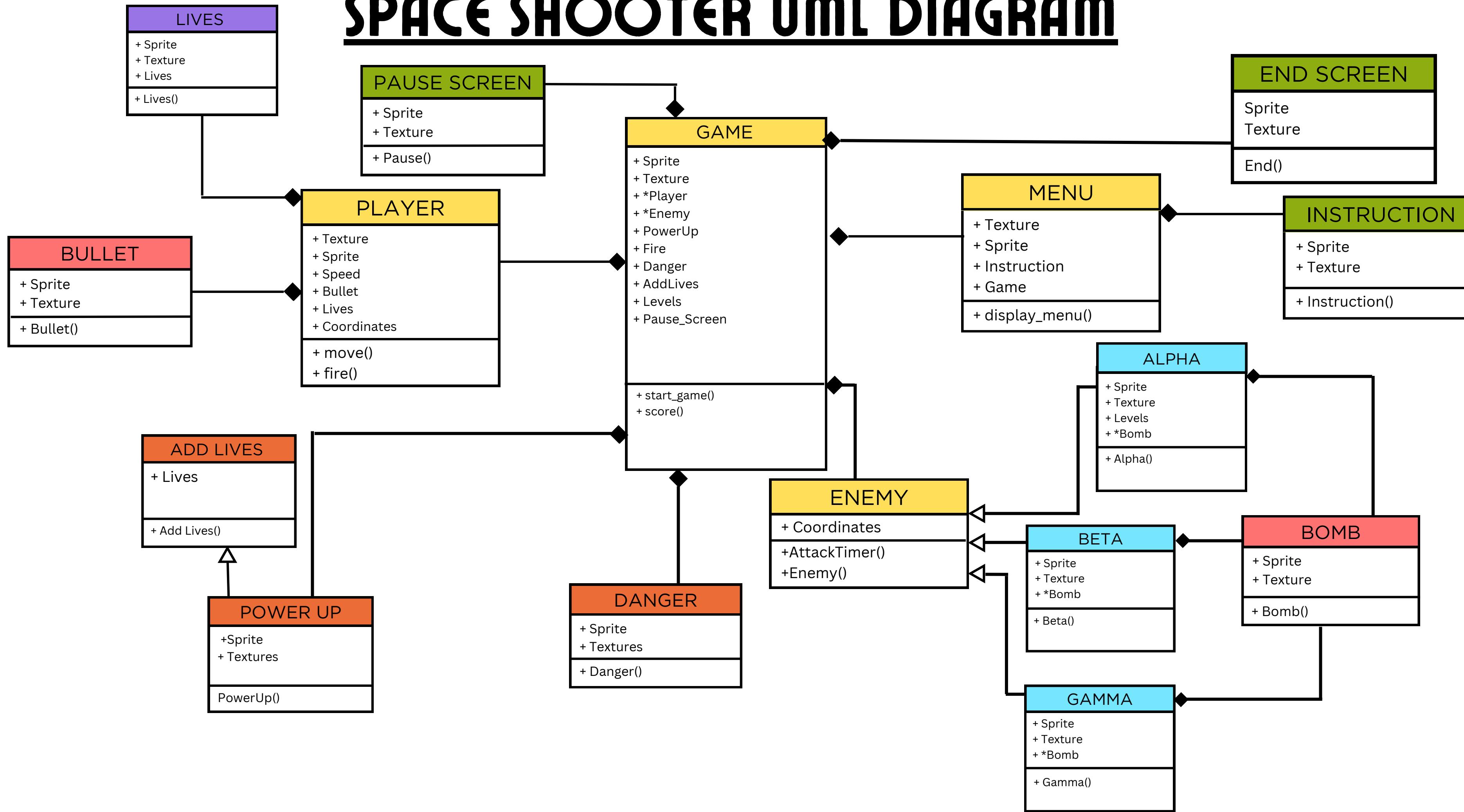


# Competition

- To increase competition, a High Score feature will be added.
- For that purpose, file handling will be used.



# SPACE SHOOTER UML DIAGRAM



Thanks For  
Listening!

