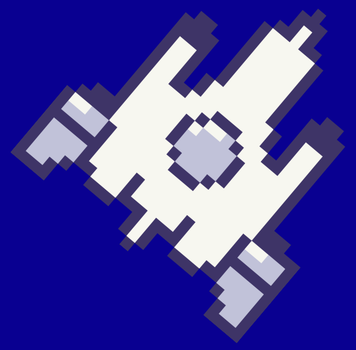
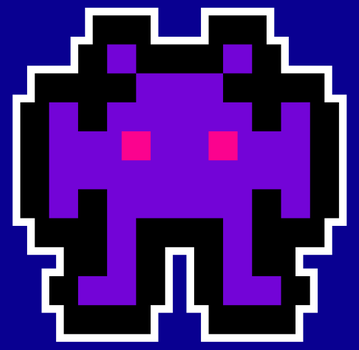
"SPACESHIFTERS"

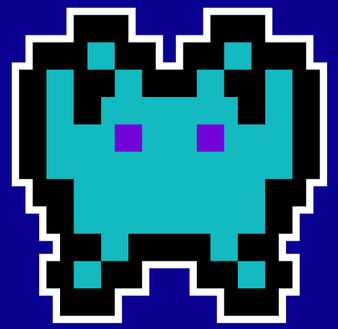


Press Start

"CHOOSE YOUR CHARACTER"

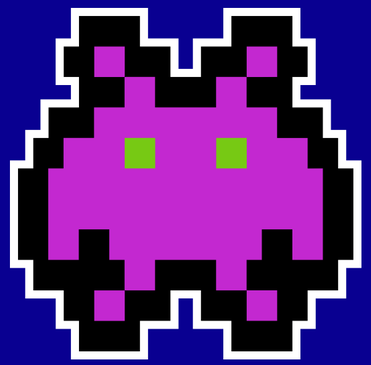


NAME: EMILIA
SPECIALTY:
HCD



NAME: SKERDI
SPECIALTY:
CS

NAME: VIOLA
SPECIALTY:
HCD



NAME: ENEA
SPECIALTY:
CS

Our Idea

We Wanted...

- Fun
- Colorful
- Eyecatching
- Easy
- Entertaining

We Were Inspired...

FLAPPY BIRD

We Did...

- Space Themed
- Horizontal Obstacles

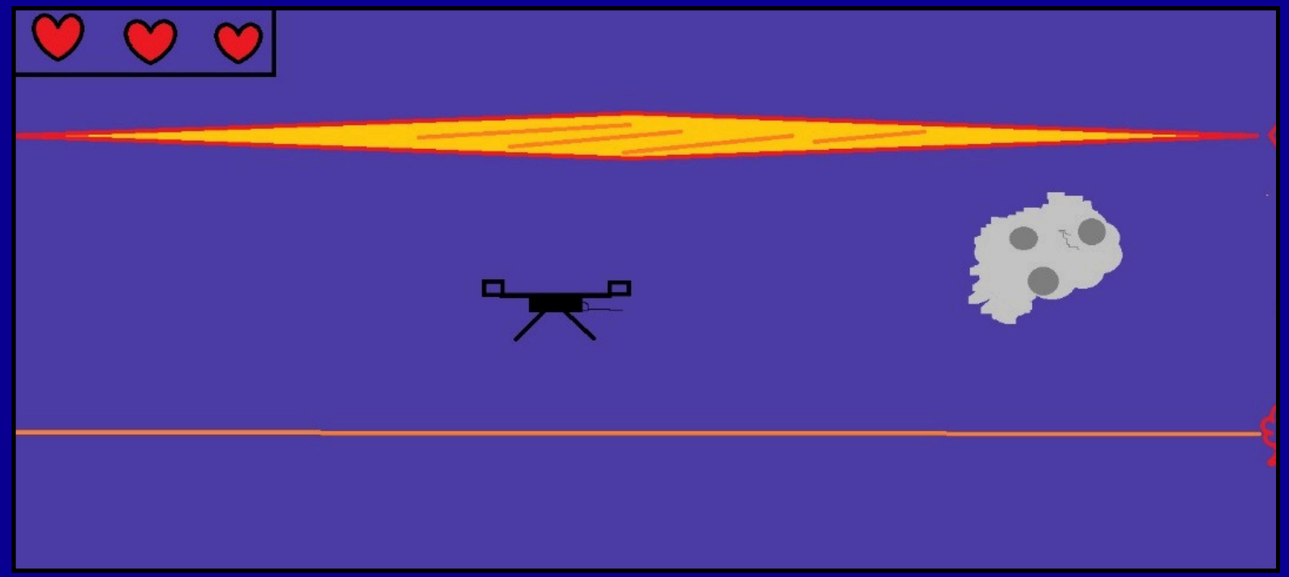
Our Game

☆ Our game is called "SPACESHIFTERS"

☆ Space themed game insipired by the classic "flappybird"

☆ Fast, exciting, and simple to play

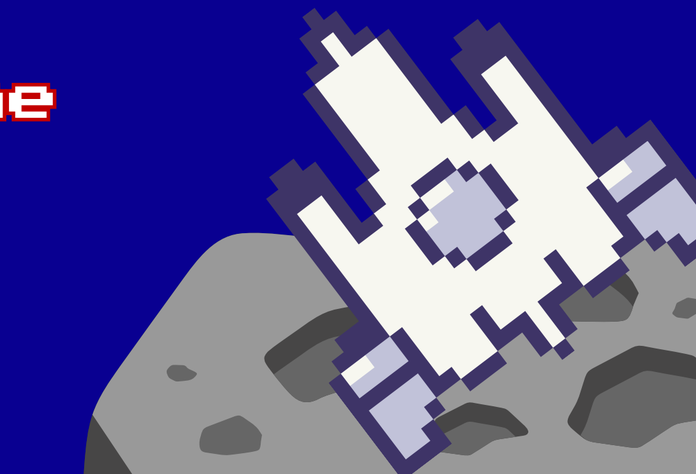
Our Prototype



(Very rough we know)

The Game Rules

- You can move using the Space Bar And the Upper key
- Hit a small laser = lose one life
- Hit a meteor = lose two lives
- Hit the big laser = lose the game
- Survive as long as you can!



The Demo

About The User

Targeted age demographic:

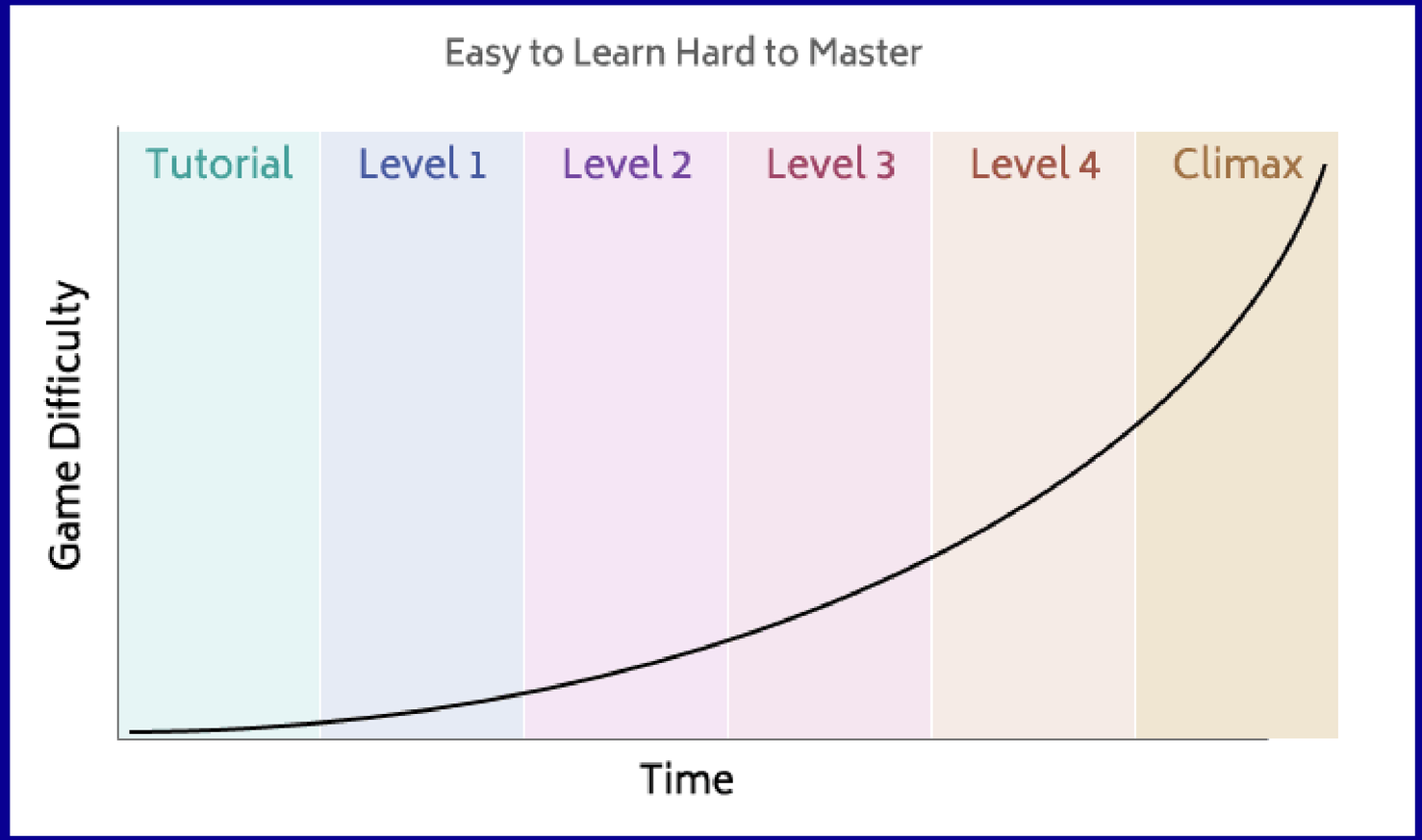
- **Tweens and teens**

What the user might want/like/need:

- **Colorful graphics**
- **Fun gameplay**
- **Entertaining**

Difficulty Curve

Easy to learn, hard to master



```python
def laser_top_edge(laser: turtle.Turtle) -> float:
    return laser.ycor() + (meteorite_width/2)
def laser_bottom_edge(laser: turtle.Turtle) -> float:
    return laser.ycor() - (meteorite_width/2)
def laser_left_edge(laser: turtle.Turtle) -> float:
    return  laser.xcor() - (meteorite_length/2)
def laser_right_edge(laser: turtle.Turtle) -> float:
    return laser.xcor() + (meteorite_length/2)
```

The Coding

```python
def damage() -> None:
    global hearts_index
    for small_laser in small_lasers:
        if (
                drone_left_edge() < small_laser_right_edge(small_laser)
            and drone_right_edge() > small_laser_left_edge(small_laser)
            and drone_bottom_edge() < small_laser_top_edge(small_laser)
            and drone_top_edge() > small_laser_bottom_edge(small_laser)
            and small_laser.isvisible()
            # and brick.isvisible()
            ):
            hearts_row[hearts_index].hideturtle()
            hearts_index = hearts_index - 1
            small_laser.hideturtle()
```

- How our idea came to life...

- The most interesting code lines

Design

For design of the game we used:

- *Colors related to space theme*
- *GIF'S as sprites*
- *2d format related to arcade games*
- Accessibity

For design of the presentation we used

- *Fonts like "Brick Sans" and "Press start"*
- *Animations and graphics*
- *Short and composed text*
- *Scaling and color theory*

Thank you for listening!