*Aero Invasion

Martin Staykov 2012

*First Idea...
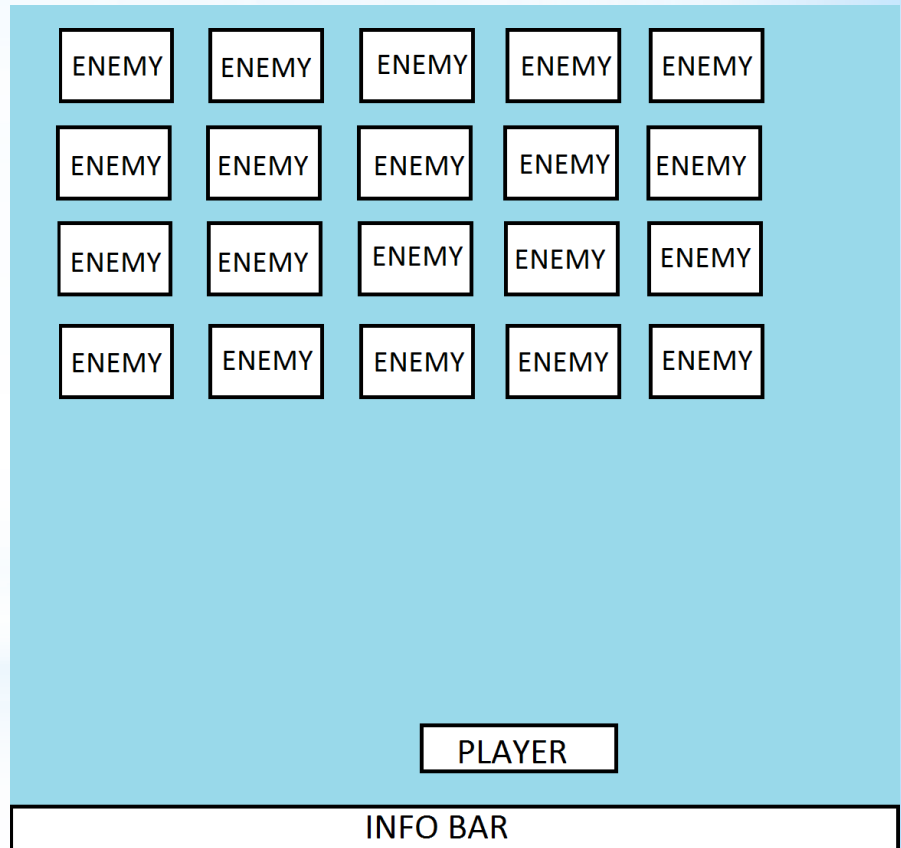
*A.M.I. (Alien Monsters Invasion)

* Player can move only left or right and can shoot with a normal attack and one or two special attacks.

* Enemies come from above in groups. There will be two or three groups per level. Enemies get stronger with time and some of them can shoot. They move one line at a time, every few seconds.

* Possible collectibles and power-ups along the way.

* A boss to fight at the end of the game.

ENEMY	ENEMY	ENEMY	ENEMY	ENEMY
ENEMY	ENEMY	ENEMY	ENEMY	ENEMY
ENEMY	ENEMY	ENEMY	ENEMY	ENEMY
ENEMY	ENEMY	ENEMY	ENEMY	ENEMY

PLAYER

INFO BAR

*Structure of the game

* The goal of the game is to kill all the enemies in the level. If the enemies reach the bottom of the screen the player dies and loses a life. When the player loses all of his lives the game ends.

* 1st level consists of two or three waves of non-shooting enemies, each wave uses a sprite with a different picture.

* 2nd level consists of three or four waves of shooting enemies, each wave is stronger than the previous one and deals more damage.

* First thing that comes on the screen is the main menu.

*Main menu mockup

*Code features

* Not using any imported images.

* I plan on using at least two or three of the backgrounds as well as drawing text.

* The player, the enemies and possibly the bullets will all be objects. I will probably use classes for the objects so that I can easily store information and change or access their attributes (e.g. position).

* One of the backgrounds will be just for the sky and the clouds and will be scrolling down at a constant rate, so it will look like the planes are flying through the air.

*Code Structure

* I will try to put every menu state in a separate function. Alternatively, it will all be in one big while loop.

* The idea is to have two main while loops. One for the menus before the game and then the actual game loop.

* The main while loop will contain all the dynamic stuff as well as all the ifs (position checks and collision detections).

* There are going to be a functions where necessary (such as DrawText).