|  |
| --- |
|  |
| Space Shooter v2.0 |
| Java IV Term Project |
|  |
| **Matt Kolton** |
|  |

|  |
| --- |
|  |

**Introduction**

The scrolling shooter is an arcade-style shooter game in which the player moves around in a designated space in the bottom of the screen and shoots at enemies that fly in to attack. There will be multiple classes of enemies as well as power-ups for the player.

**Description**

The game has different enemies that move at different speeds, have different weapons, and have different amounts of health. Power-ups for the player include different weapons that deal more damage and/or have a larger area of effect, as well as health restoration. Enemies enter the screen randomly, and each level has a certain number of enemies; this number increases with each level. At the end of the level, there will be a boss fight.

The graphical user interface displays the player’s lives and health, the current level, the score, and the currently equipped weapon.

Version 2.0 will add some power-ups as well as enemies. The boss battles will be revised to make them more unique, as currently they are simply larger versions of regular enemies. Shield and extra life power-ups will be added. More weapons will be added, such as a gun that splits is projectiles. A high score system will be added, and some animations. Another possible addition will be sound effects and music.

**Timeline**

**Shield Power-up**

A sprite has already been created for a shield, but it does nothing because programming it turned out to be more complicated than expected. Finishing this will be first.

**New Enemies**

Start with 2 new enemies: create sprites; determine and program unique health and behavior

**New weapons**

Start with a spread shot that fires in diagonals as well. Create a sprite for it and its power-up. Maybe give it a second stage which increases the number of shots fired at a time.

Maybe a weapon that splits or explodes on contact with an enemy.

**Revise Bosses**

Give bosses more unique behavior and maybe some special abilities to make them less bland.

**Aminations**

Make the player flash when taking damage. Make the enemies explode when destroyed rather than just disappear.

**Title Screen**

Create a title screen and implement it.

**Layout Manager**

Use a layout manager to make the game resizable. Also make the default size a bit taller for more room to shoot enemies.

**Sound Effects**

Create sound effects for firing shots and taking damage/destroying ships

**Music**

Make some musak.

**Prototypes**

Current look of the game:



Planned new weapon



Potential shield design

