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CIS 568 – Game Design

09/22/2021

HW 2 Pt D New Features

1) Added rigid body physics to the Space Invader ships and Player ship. Aliens that fall to the ground after being shot down have mass and inhibit the player and the player from moving as quickly. Thus the player should be sure to clear debris on the ground by moving the player ship to the   
left or right to avoid losing mobility when there is incoming enemy fire.

2. Alien bullets and Player bullets accumulate on the ground after being fired. Alien bullets can still kill the player, so the player must be careful to not touch them when they are on the ground

3. There are particle-based explosions when the player ship and aliens are

4 & 5) New Goal + Power-Up player now needs to kill the UFO ship. Before, it was merely for bonus points. Now, the player must also kill the UFO ship to win the game. Additionally, when they kill this special alien (The fastest and most aggressive alien), they receive a power-up for 5 seconds whereby they are invincible and can fire unlimited bullets, whereas normally they can only fire approximately 1 bullet per second. This makes it much easier to kill aliens during this 5-second window, and using this power-up effectively is very important to be able to use the game. This is represented visually by the ship flashing.

Note: Feature from Part C: Press the C button to change from overhead view to 3rd person 3D view

Builds and Executables:

The Windows build is in the Build folder. The executable is PhysicsInvaders.exe in this folder.

The iOS build is in the iOS\_Build folder.

The Android build, also capable of running on an Android emulator on a PC, is in the Android\_Build folder