

Xolthorpien Escape:

Description:

You are the last of your kind, an alien Xolthorp. Bearing eggs on your ship, you are traveling through deep space in search of a habitable planet to nest and prevent the extinction of your species. However the Galanthropods are hostile colonizers expanding their rule throughout the galaxy, taking control of planets and enslaving their inhabitants. You must escape their grasp before you can succeed in preserving your kinds' lineage.

Asset Packs:

<https://kenney.nl/assets/pixel-platformer>

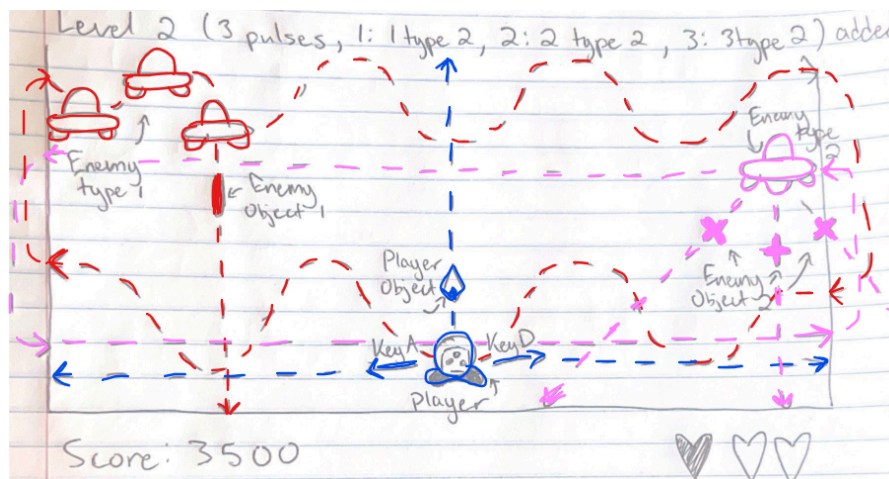
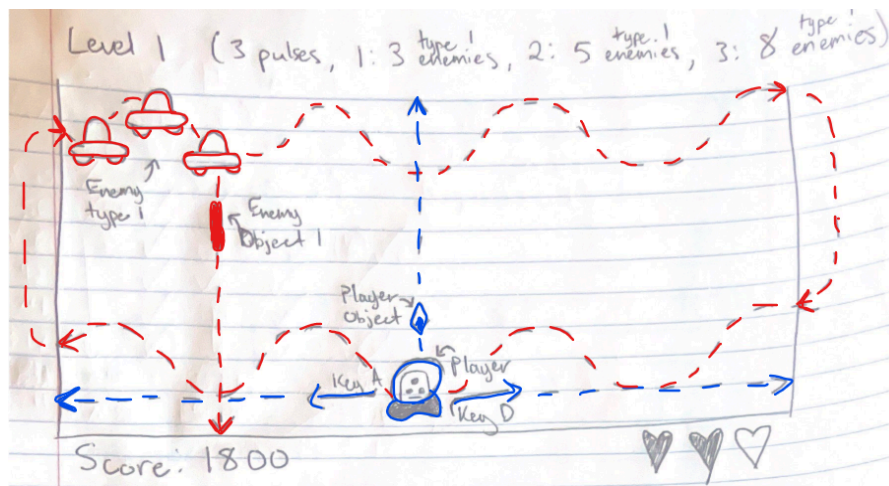
<https://kenney.nl/assets/cursor-pack>

<https://kenney.nl/assets/alien-ufo-pack>

<https://kenney.nl/assets/space-shooter-redux>

<https://kenney.nl/assets/planets>

Game Screen Diagrams:



Wave Description:

Level 1 will have 3 pulses with an increasing number of type 1 enemies. The first pulse will have three, the second will have five, and the third will have eight.

Level 2 will have 3 pulses as well, with the same number of type 1 enemies as the first level, but adds type 2 enemies. The first pulse will have one, the second will have two, and the third will have three.

Regardless of the quantity of enemies in a pulse, type 1 enemies follow their path and type 2 enemies follow a different path, and shoot when the player is in their line of sight.

Scoring System:

100 points are awarded every enemy the player kills, and 500 points are awarded for every health the player still has at the end of a level.

Health System:

The player has three hearts for their health, and when an enemy or their projectiles collide with the player they lose a heart. An additional heart can be earned during the first pulse of the second level. If a player loses all three hearts the game is over and their score is final.

Level Reset:

Upon completion of the first level, the player advances to the second. After beating the second level there will be a boss stage the same as the third pulse of the second level with the addition of a third larger enemy with more health that doesn't move and shoots projectiles. After completing the boss stage the player wins, the game is over, and their score is final.

Bonus Elements:

There's going to be a title screen that displays controls, more than one distinct level, a scrolling starfield background, a boss battle, and a high score screen.