Hyper Shoot

Game Summary:
Destroy all Ufos that are circling around the planet.

Core Mechanics: List the core features of your game as bullet points.
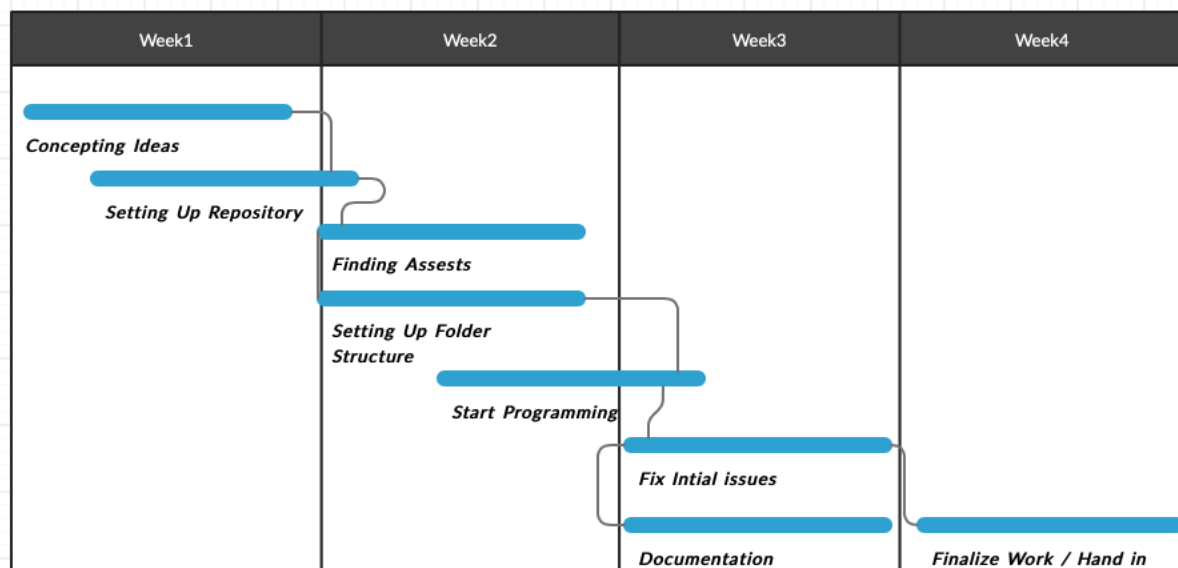- Example 1: Hit spacebar to fire missile.
- Example 2: Player has 3 lives.

Gameplay:
Vertically played, tap to fire a missile from center of the screen up to hit Ufos at the right time. On the left shows the missiles used/ not used. Total 3. All UFOs need to be destroyed to proceed to next level.
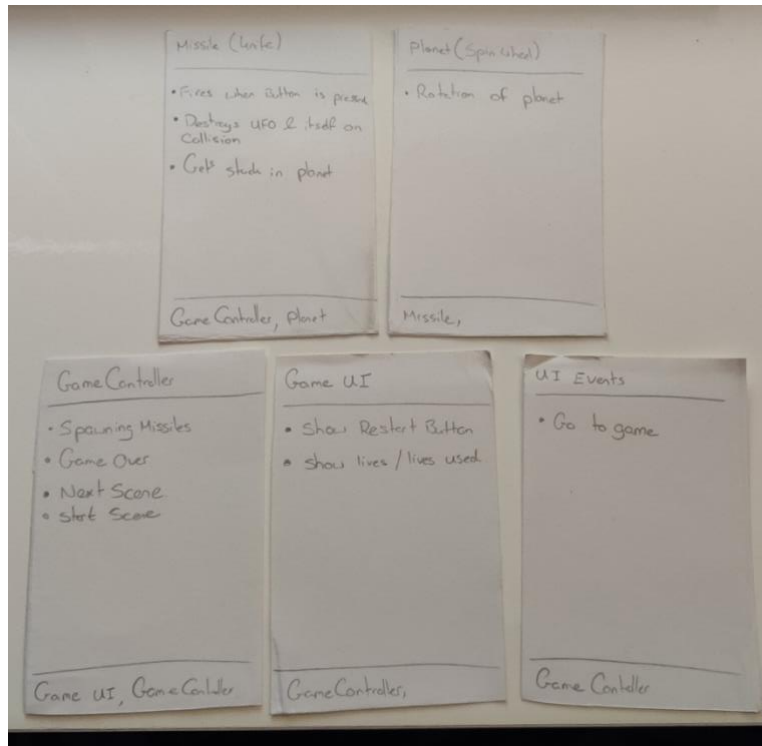
Music: N/A

**Art Style:** Simple, Clean and Colorful.

Gantt Chart

Week1	Week2	Week3	Week4
Concepting Ideas			
Setting Up Repository			
	Finding Assests		
	Setting Up Folder Structure		
	Start Programming		
		Fix Intial issues	
		Documentation	
			Finalize Work / Hand in

CRC

Missile (knife)
- Fires when button is pressed
- Destroys UFO & itself on collision
- Gets stuck in planet

Game Controller, planet

Planet (Spin wheel)
- Rotation of planet

Missile,

Game Controller
- Spawning Missiles
- Game Over
- Next Scene
- Start Scene

Game UI, Game Controller

Game UI
- Show Restart Button
- Show lives / lives used

Game Controllers,

UI Events
- Go to game

Game Controller

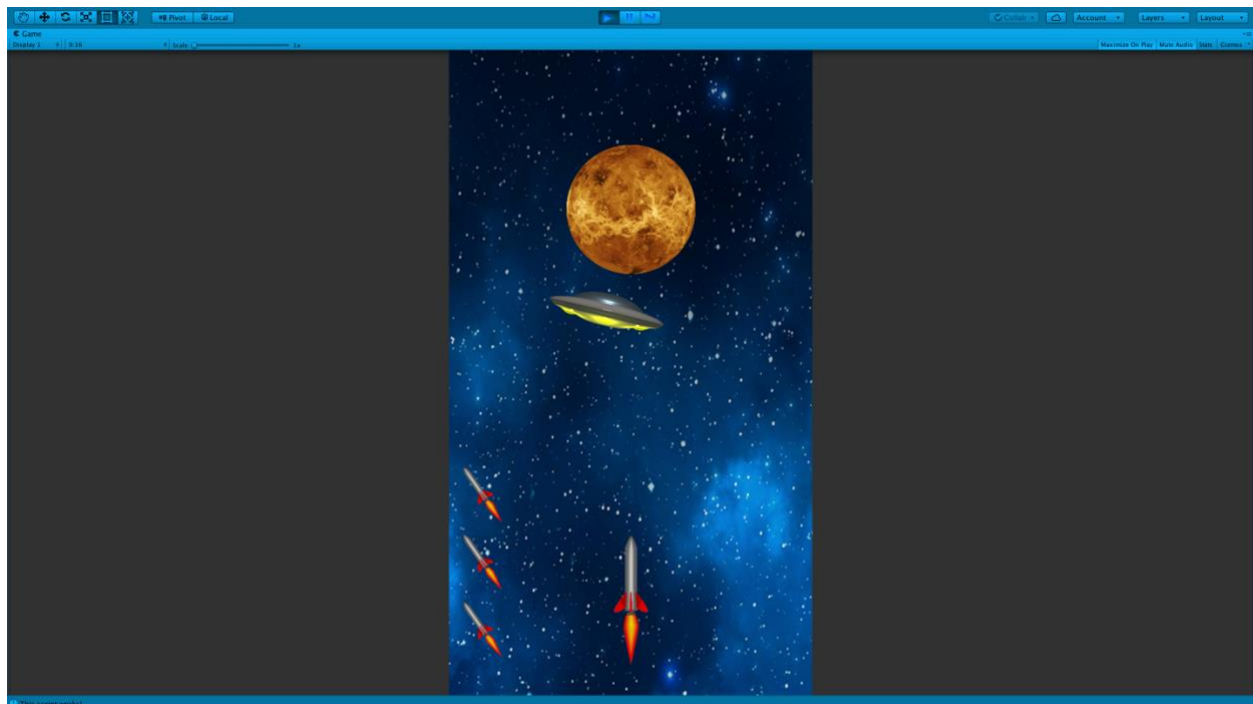# Target Device

Mobile (1080×1920), Tap input

Controls & Mechanics

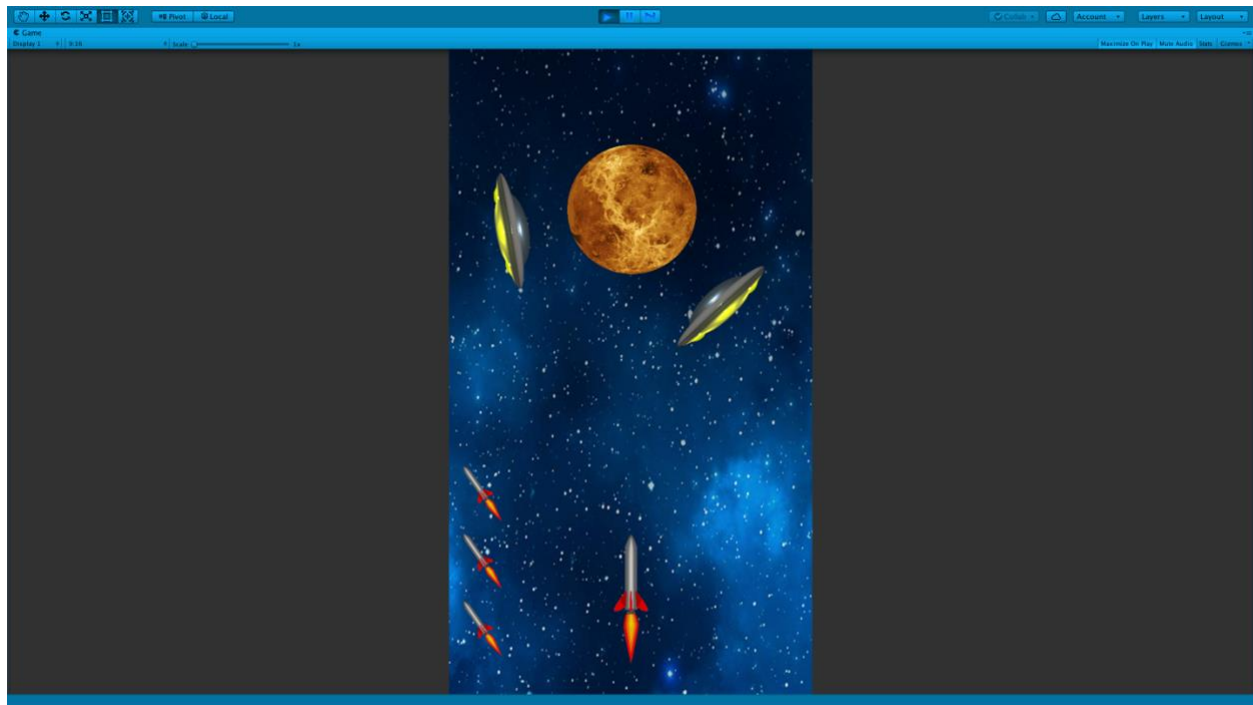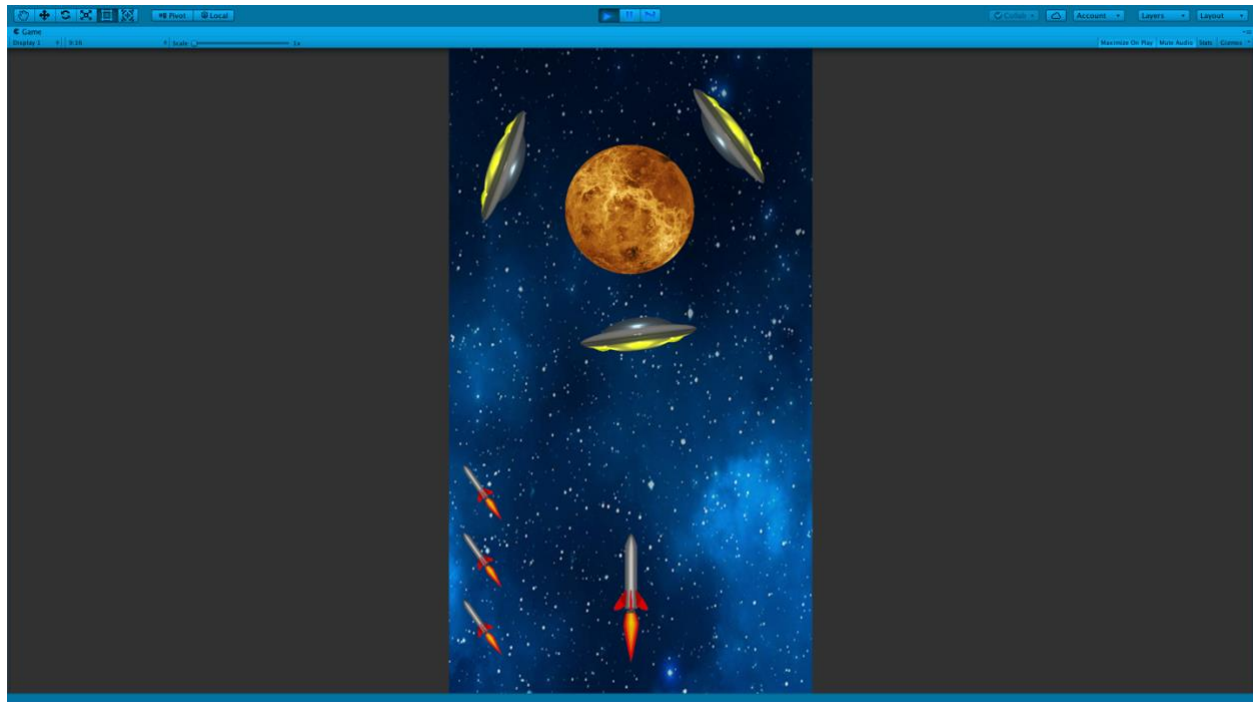Tapping the screen makes missile fire straight up.

Screens

Menu
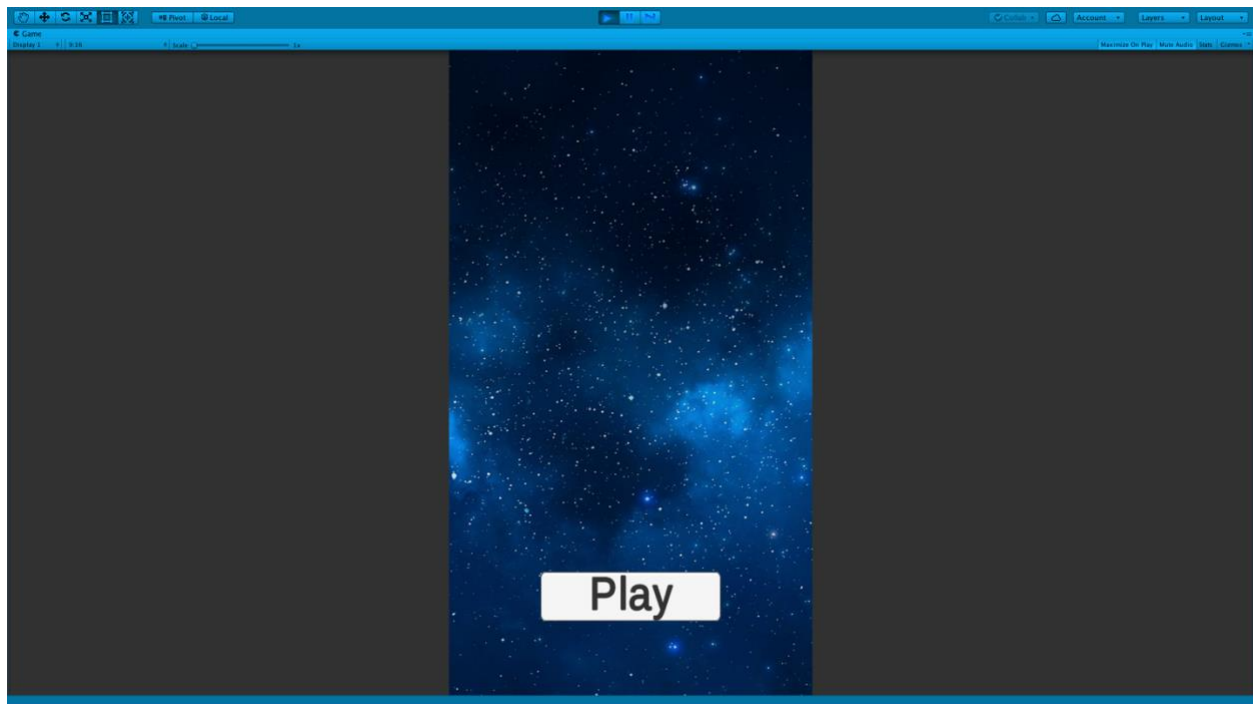
Level 1
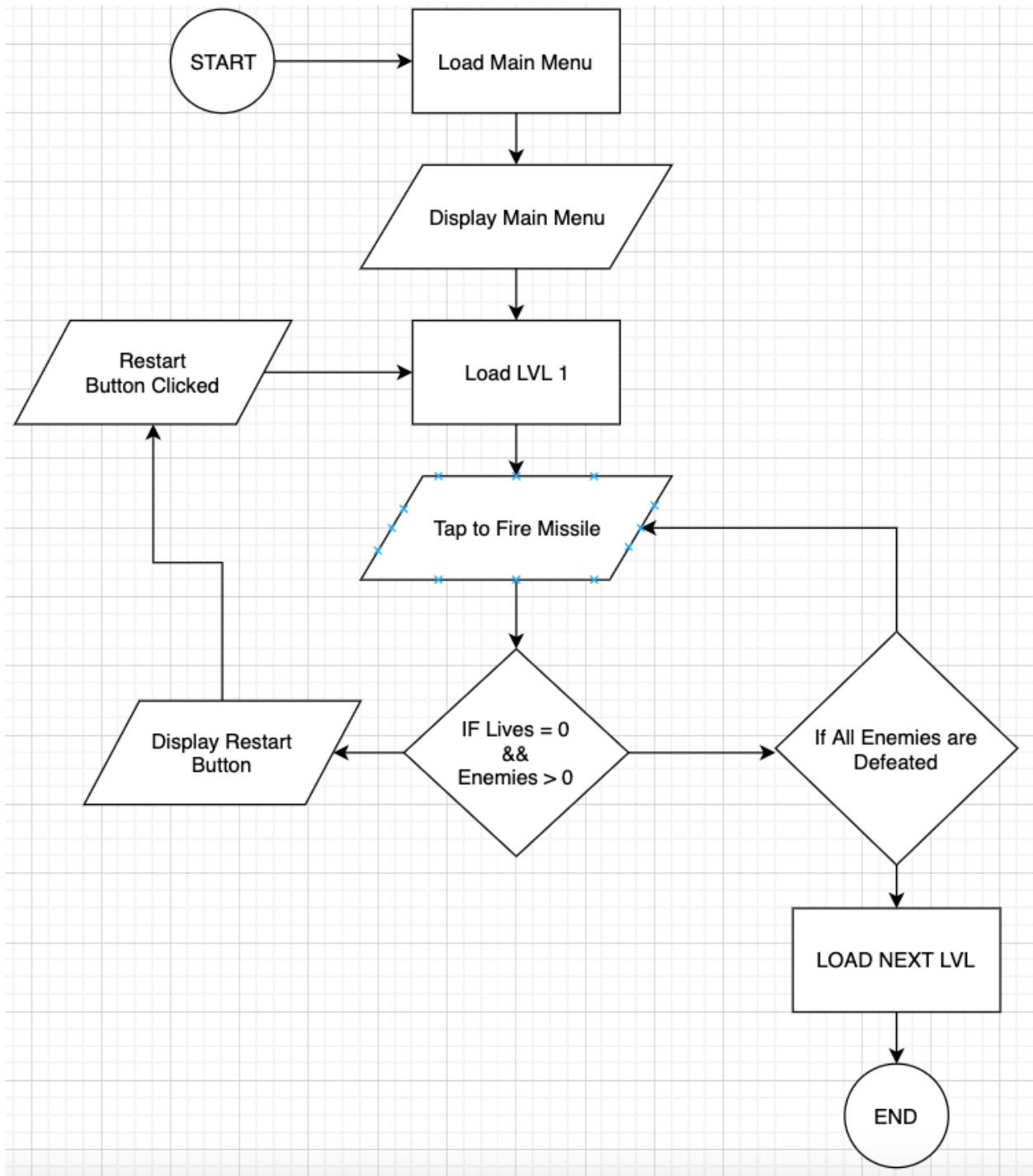
Level 2

Level 3

Flowchart

Game Objectives

Destroy all UFOs in each level without running out of missiles.

Art Assets

Background

Planet

UFO

Missile

User Interface Outlines

Lives x 3

Used lives are greyed out

Remaining lives are colored