App 4 – Requirements

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# Description

A top down shooter game set above a planet’s surface. The objective is to hold out as long as you can against swarms of enemies while defending landmarks on the planet. The player’s ship flies around the surface of a planet and through three different layers of height. The ship has two types of attacks: a vertical attack that covers a narrow width but hits all three heights, and a horizontal attack that fires wide but only covers the player’s height layer.

Planet landmarks are divided into three categories: military, economic, and spiritual. At the beginning of a game, the player is shown a short description of the planet’s history that reveals what types of landmarks are most important to the planet. During the description the player can visually arrange the three categories in order of what they believe is important to the planet. The planet’s more favored landmarks will lower the planet’s morale more significantly than others when damaged or destroyed.

Whether a planet is military, economic, or spiritual will determine how they help you between waves of enemies: military will set up turrets to attack enemies, economic will restore their landmarks health, and spiritual will restore the player’s health. The game ends when the player loses all of his/her health or all the planet’s morale is lost.

# Requirements

* Move in all directions using the keyboard and scroll the mouse up and down to jump between layers
* Use both mouse buttons to fire vertical and horizontal weapons
* Enemies take two shots to be destroyed: one to break a shield, another to destroy them
* Enemy ships primarily try to destroy landmarks, but attack the player when within range
* Let players arrange military, economic, and spiritual importance of landmarks during the game to help them in decision making; this will not determine the planet’s traits
* Landmarks have tiers of health and will lower planet morale when a tier is depleted
* Every 10 waves the planet’s society will aid the player by:
  + Setting up a turret near a landmark if on a military planet
  + Healing damaged landmarks if on an economic planet
  + Healing the player if on a spiritual planet
* End the game when the player loses all health or the planet loses all morale
* Save the player’s score (number of waves survived) locally