Project Proposal

Our group project will be similar to missile defense with some notable variations. The project will be called “Spaceship Wars” although the name is still being discussed and is subject to change. We plan on having a spaceship on the bottom of the screen, which can be moved around the middle of the screen. The user will have to either dodge or shoot incoming projectiles, while doing this they will accumulate score and be able to pick up upgrades and downgrades based on their color. The game ends when the user runs out of lives.

When the app is launched the player will have three options. The first is the start option. After pressing the start button, the player will be able to either start a new game, load a previous game. If the player decides to start a new game and it’s his/her first time, then a small walkthrough will be there to teach the player how to play and the game will begin at the first level. Otherwise, the player will be able to select what level he/she wants to start at once the new game button is clicked. If the player selects load game, then the game will resume at the point where it was left. The second option at the main screen would be the options. Once that button is clicked, the player will be able to toggle the music and sound effect settings. If we are able to complete the game, then we might carry on and add an option that allows the player to use the motion sensors instead of the touchscreen. The third option at the start screen would be the quit option if the player wants to exit the game.

Once the game has started, the screen will be divided into 3 sections. Starting from the bottom, a small segment of the screen will have the score, the number of lives left and any other related attributes to the game. The second part will be in the middle. It will occupy the majority of the screen, which is where the game will be played. The top portion of the screen will include a pause button this area of the screen will be the same size as the bottom portion of the screen. The pause button will open up a menu that displays two options. These options include a “save and quit button” and a “quit button”. The exit button will exit the game without saving the users progress and save and quit button will exit the game while saving the users progress.

When building the “Spaceship wars” application our group will borrow some ideas from the missile defense game. Some of these things may include collision detection, firing projectiles, and implementing the motion sensor for the space ship. This proposal is our highest expectations, which we are aiming to achieve.