**Savior**

**ORIGINAL game plan:**

The original plan was to create a game that consists of four minigames connected by a story. The story revolves around a retired army officer playing a game (This game was planned to be the first level - catch the falling object) on his Tv. While playing the game,, he gets a call from an army base under attack by aliens,, and the officers there need his help to save the base as he was an excellent pilot and shooter. To complete a level, the player has to catch a specific number of mangoes to make a juice at a specific time, but the player also has to dodge the rotten mangoes. If he was unable to doge a particular number of rotten mangoes,, his taste score goes down and he loses and if he avoids them successfully then he proceeds to the next level.

During game transition to the next level after finishing level 1 , I intended to add a dialogue scene, and the next level would have been a drag race where players have to reach a destination before the countdown timer goes off, The dragster assignment inspires this level and the third level would have been saving the military base from falling alien objects. This level is based on missile command, and here, players have to save base for 60 seconds. In 10 seconds, the number of falling objects is increased. After clearing this level, the player goes to level four, a space shooter game based on Galaga where players have to shoot as many alien objects as possible to reach a specific score in a fixed time. The player wins level four successfully. He gets a medal of honor to save the earth.

**FINAL GAME PLANE**

The game which I created is a space shooter game where a player controls a spaceship and he has to shoot the upcoming object to get score points as he proceeds in game the difficulty increases with time. Player controls the spaceship with the mouse and shoots with the mouse press.

Game consists of two enemies which I created with the help of processing py class, one type of enemy appears horizontally and one appears vertically. One has high damage and the other has low damage. I also added a particle effect to the game when bullets hit the enemy he got a blast in the form of particles.

**GAME DEVELOPMENT PROCESS:**

I dropped the original game plan as it involves some problems which are tricky to solve and would have taken more time if I had persisted.

Some of those problems are:

* I wanted to import images for alien spaceships and asteroids but I didn't get a solution to add particle effects on them.
* Another problem was to add audio effects to various game instances such as for shooting, blast etc. I couldn’t figure out how to add different audio effects to various audio effects with the sound library.

The major difficulty I faced while creating this project was with classes. The integration of classes with main setup is somehow complex, once I created classes for enemy and particle effect I wanted to create classes for bullets but I found it little complex to implement class in main code. But I found classes useful.

During this game development phase I learned how to use classes properly. I found them so useful that I wanted to use them for each game object which is possible but not that recommended. I also learned how to break a program into pieces before starting to solve them on the computer, and designing the program’s layout on paper is also very useful and time saving in later development phases.