CSE 471 Project 3

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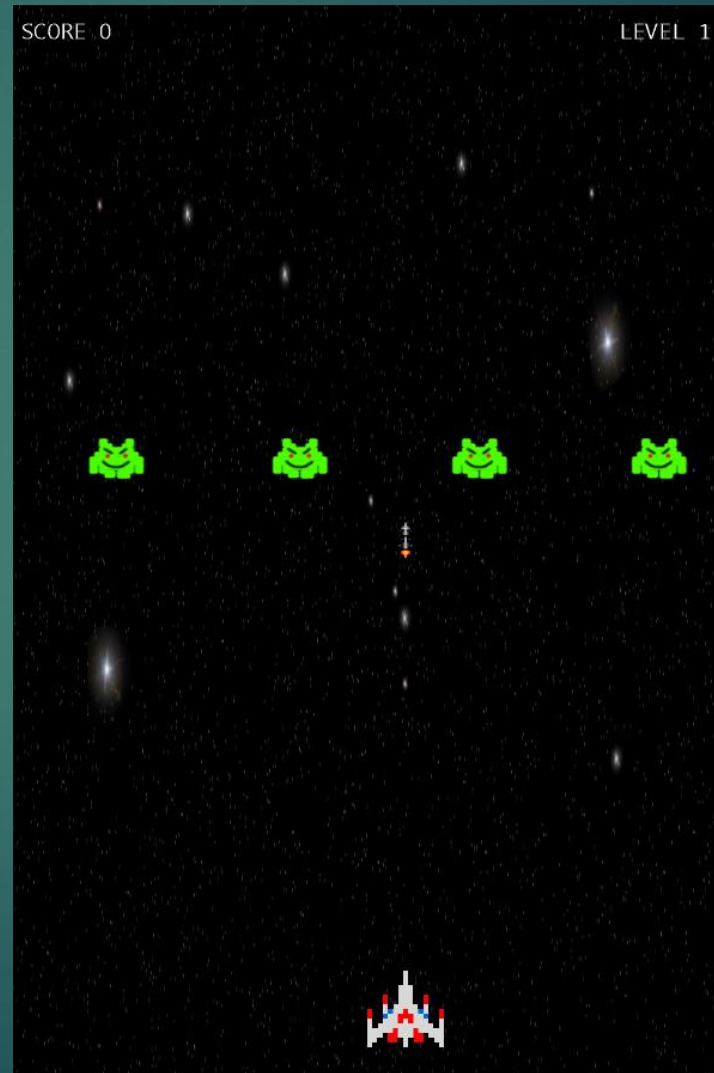
Player

- Player controls a ship
- Ship can move left to right and fire rockets
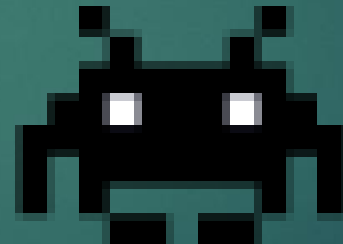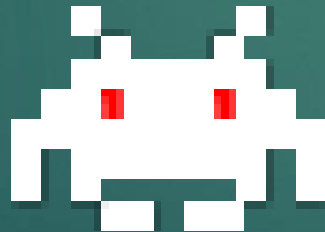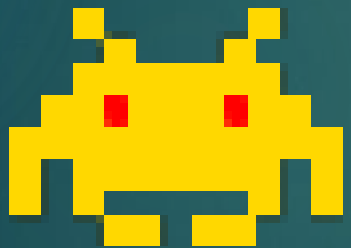
Controls

- Left arrow key – Move left
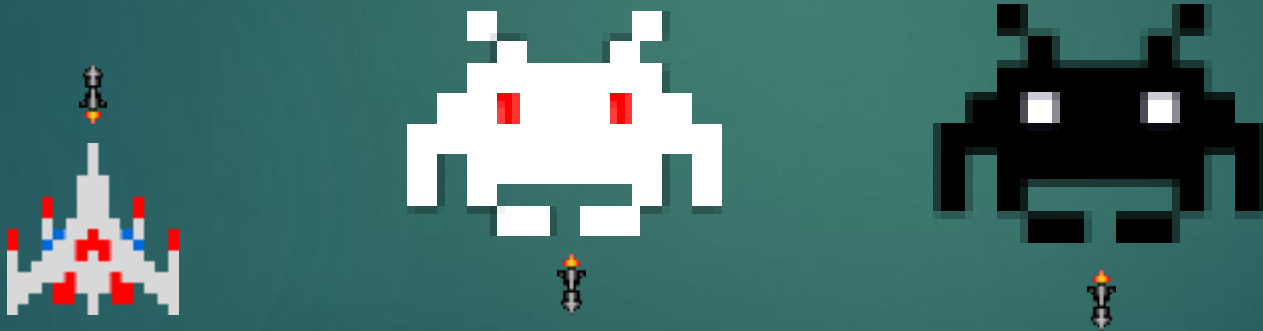- Right arrow key – Move right
- Space bar – Fire rocket

Levels

- All enemies defeated → advance to next level
- Enemies become faster
- Enemy sprites change on certain levels
- Enemies begin to shoot faster

Rockets

- Enemy rockets are slower then ship rockets
- Only ship rockets can destroy enemy
- Ship has a limit to number of rockets allowed on a screen at a given time

Enemy Destroyed

- Create Bounding Boxes for each enemy and each rocket
- On every update, check to see if an enemy's box overlaps with any of the user's rockets
- If there is a collision, destroy the enemy and the rocket
- Increment the score counter

Sound

- Game background music – Galaga 88 Galactic Dancing Big Band Jazz

Source: https://www.youtube.com/watch?v=HOwH7Ftf71w

- Rocket Fire sound effect

- Rocket Hit sound effect

Sound effects taken from: soundbible.com and audioblocks.com

Game Over

- Game over is determined on multiple factors
  - If the enemy missile overlaps with the ship
  - The ship overlaps a enemy
  - The enemy has reached a level equal to or below the ship