

# **GALACTIC WAR**

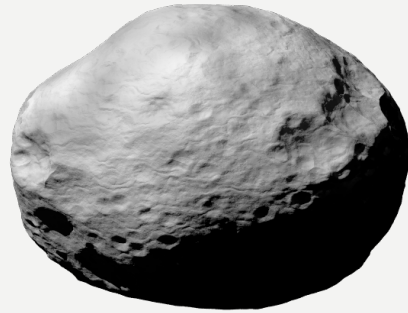
A multiplayer endless survival game  
set in outer-space

**PROTOTYPING  
INTERACTIVE  
SYSTEMS  
(PROJECT)**

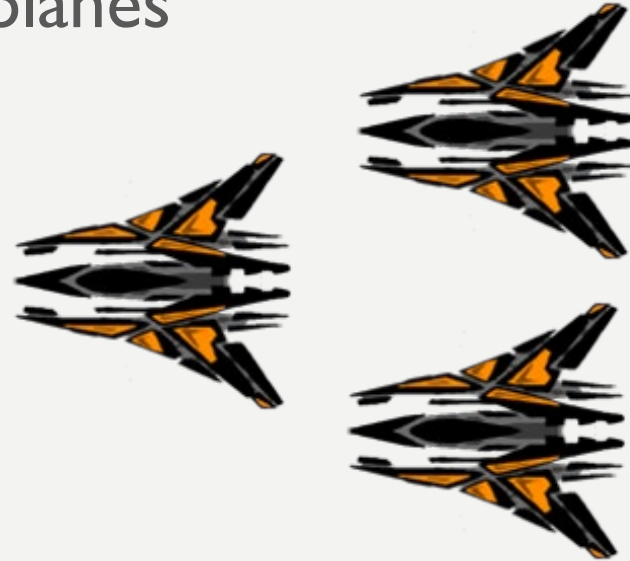
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# GAME OBJECTIVES:

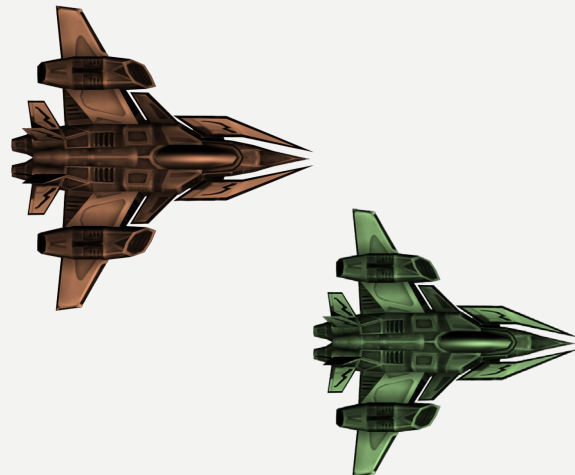
Dodge  
asteroids



Shoot down enemy  
planes



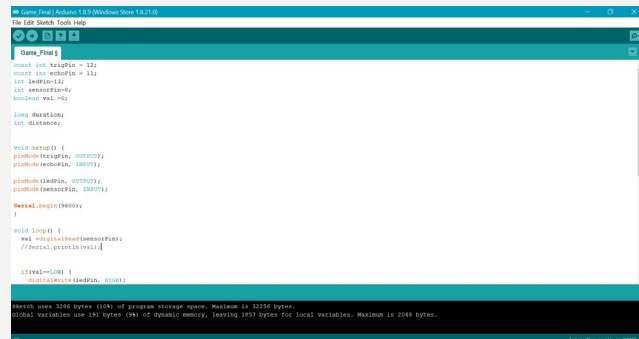
Survive and  
create new  
highscores!!



## BEHIND THE GAME:

## PLATFORMS:

# Arduino



## Processing



## INPUT:

## Arduino Sensors Used:

## Ultrasound Sensor (HC-SR04)

## Controlling Spaceship

## Audio Sensor (LM-393)

## Shooting at Enemies

## OUTPUT:

## Laptop:

- Visuals
- Audio

## References:

<https://www.uihere.com/free-cliparts/spaceshipone-spaceshiptwo-sprite-spacecraft-two-dimensional-space-spaceship-1634541>

<https://www.kissclipart.com/spaceship-sprite-clipart-sprite-spacecraft-video-g-ceocvx/>

<https://processing.org/reference>