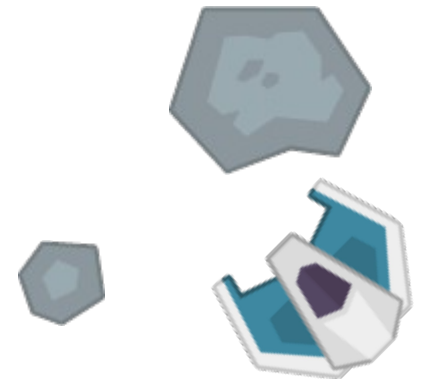




Space Gun-Ho

2016. 04. 22 (금)

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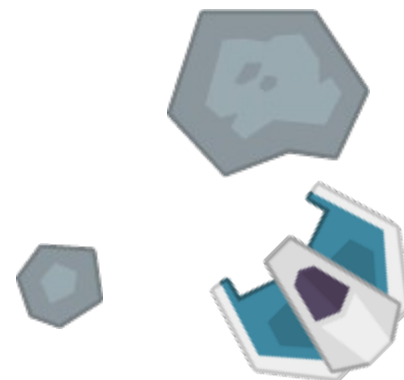




소개 순서

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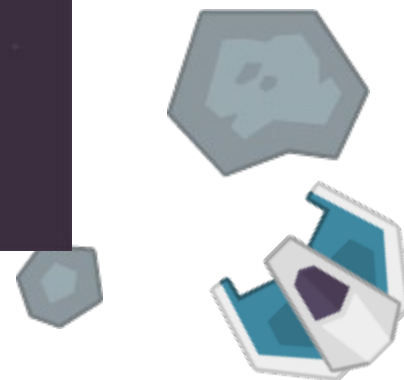
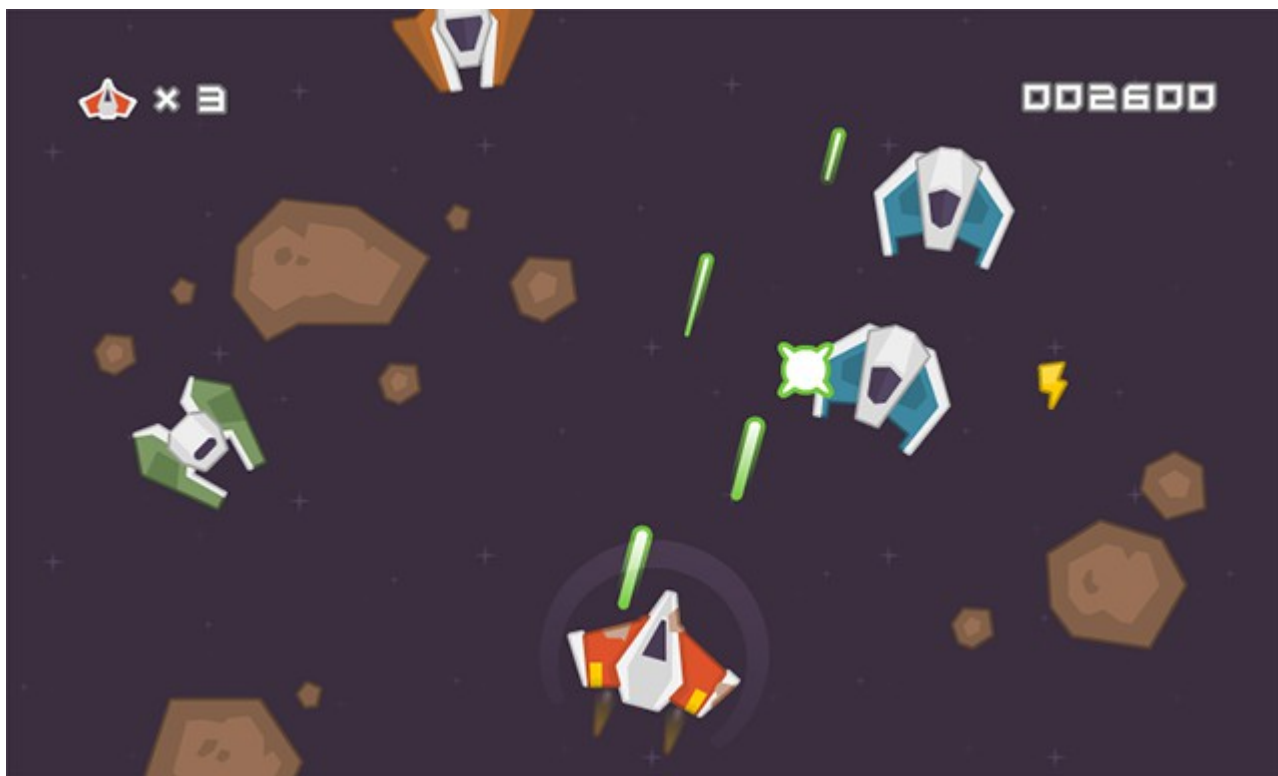
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1. 장르 및 컨셉

- 장르: 스페이스 슈팅
- 컨셉아트 (아래 그림 참고)





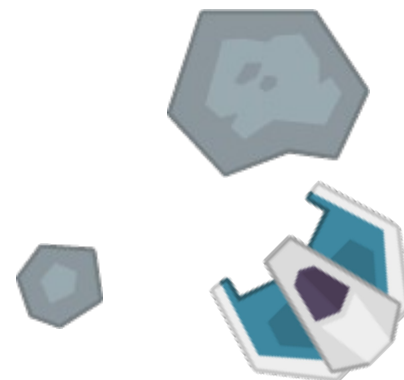
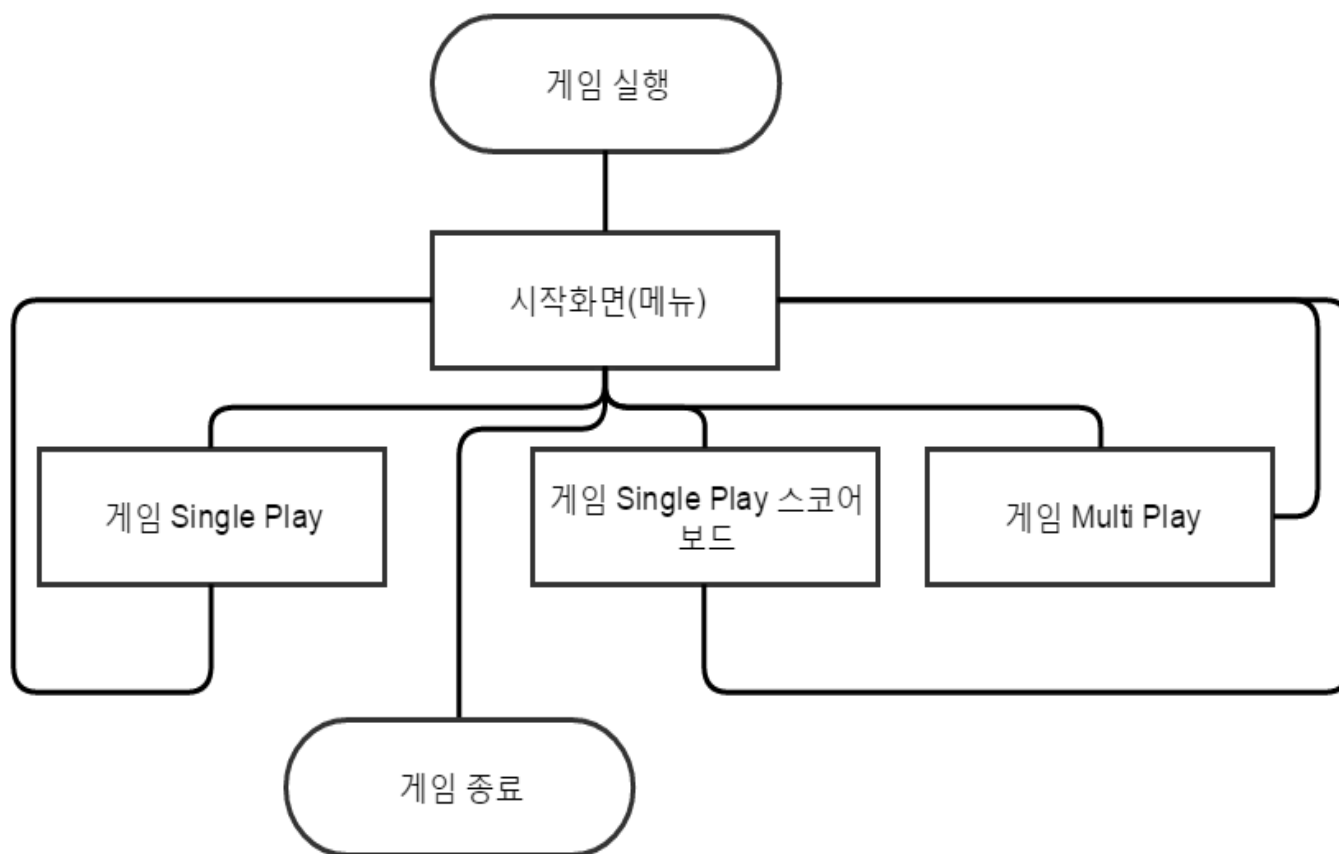
2. 개요

- 장르에 충실한 슈팅을 만들자. (수업에 배운 내용 활용)
- 800 x 600 제한된 공간이 아니라 주인공을 움직이면 공간이 이동 되도록.
- 적기가 어떤 무기를 쓰는지 예측을 못하게 하자. (긴장감 유발. 타 슈팅과의 차별화)
- 시간되면 Multi Play까지 넣자.





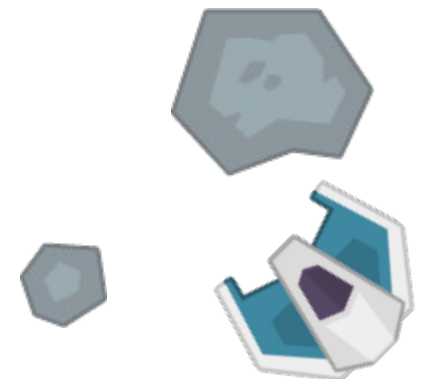
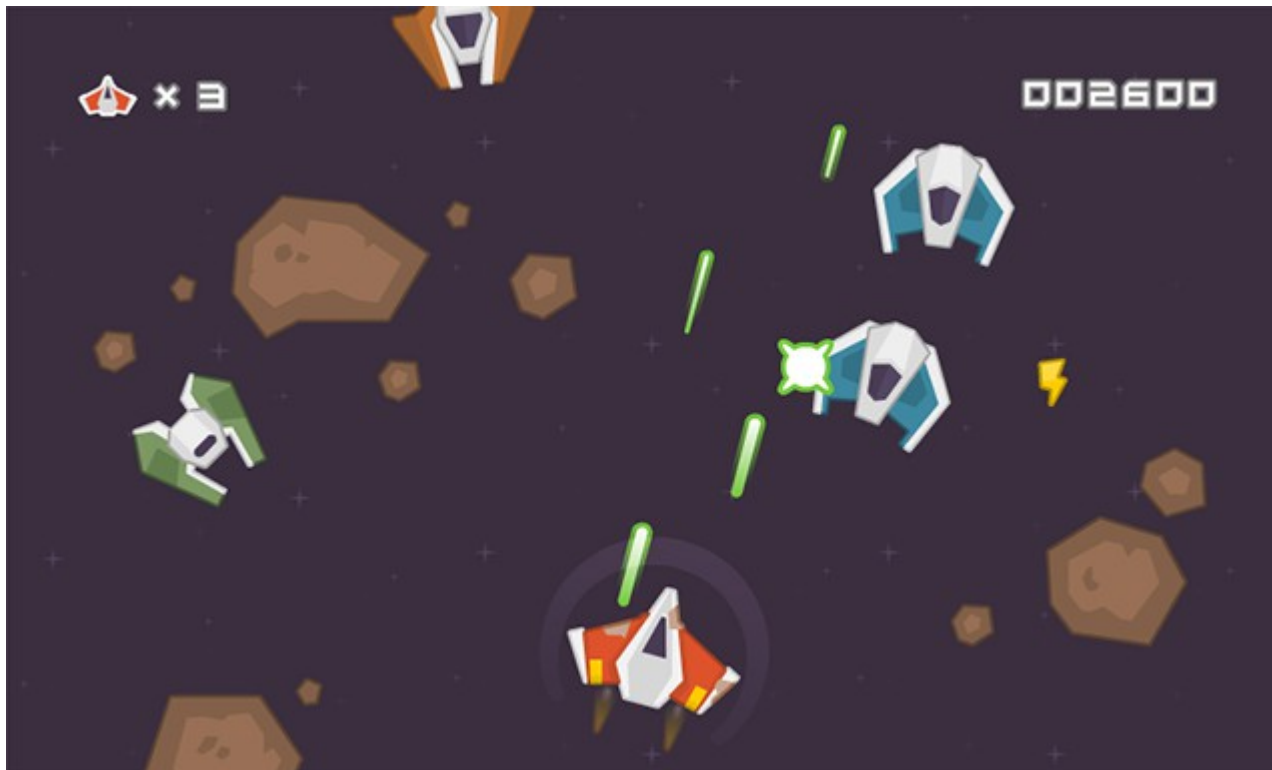
3. 게임 플로우





4. 게임 룰(Rule)

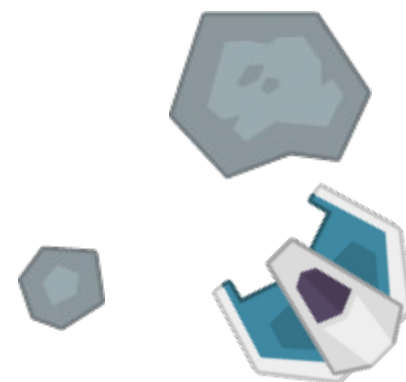
- 아래 컨셉 아트로 설명이 됨.
- 1. 잔기 있음. 2. 폭파시킨 적수 = 점수
- 3. 적은 주인공의 잔기가 없어질 때 까지 계속 생성이 됨
(But 한 화면에 4대 이하로 등장하도록)





5. 구현목표 & 일정

	21(수)	22(목)	25(월)	26(화)	27(수)	28(목)
xml파싱						
충돌 처리						
FSM						
슈팅 알고리즘 적용						
화면 스크롤						
+멀티 플레이						
+replay 저장						
+save / load						





6. 참고출처

- Game Art: opengameart.org/content/space-shooter-redux

The screenshot displays the OpenGameArt.org website interface. At the top, the site's logo and navigation links (Home, Browse, Submit Art, Collect, Forums, FAQ, Leaderboards) are visible. The main content area is for the 'SPACE SHOOTER REDUX' asset by 'Kenney'. It includes the author's name, a date stamp (Wednesday, January 29, 2014 - 05:45), a 'Support Kenney on Patreon' button, and the art type '2D Art'. A list of tags (2D, SPACE, SHOOTER, ENEMY, PLAYER, SHIP, SPACESHIP) is provided. The license is 'PUBLIC DOMAIN CC0'. A 'COLLECTIONS' list shows various art packs and themes. The 'PREVIEW' section features a game play screenshot and a detailed spritesheet. A description states it's a recreation of the original Space Shooter art pack with over 295 sprites. An 'Includes' list details the contents: 295+ PNG sprites, four backgrounds, a spritesheet, vector files, and bonus fonts and sound effects. A promotional banner for 'KENNEY GAME ASSETS' for \$9 is shown, along with a donation link to receive all 14,000+ assets. Attribution instructions at the bottom suggest crediting 'Kenney.nl' or 'www.kenney.nl'.

OPENGAMEART.ORG

OpenID Username or Password LOG IN Register

Home Browse Submit Art Collect Forums FAQ Leaderboards

SPACE SHOOTER REDUX

AUTHOR: Kenney

Wednesday, January 29, 2014 - 05:45

Support Kenney on Patreon

ART TYPE: 2D Art

TAGS: 2D SPACE SHOOTER ENEMY PLAYER SHIP SPACESHIP

LICENSE(S): PUBLIC DOMAIN CC0

COLLECTIONS:

- 2D - Complete Kit
- 2D - Spaceships
- Generic Art Collection
- Morgan's Favorites
- Over Head Top Down Art Collection
- pd
- Projectile Attacks Art Collection
- Space
- Space Shooter
- Space shooter arts
- Space X - Phaser.js Game
- Starter Kits
- The 2D Collection
- THEME: sci-fi / space

FAVORITES: 83

SHARE: [Icons for social media sharing]

PREVIEW:

A recreation of the original Space Shooter art pack, including its expansions. Over 295 sprites to create a complete space related game, including ships, enemies, power-ups, UI elements, numbers and elements to create your own enemies!

Includes:

- Seperate PNG sprites (295+)
- Four backgrounds
- Spritesheet
- Vector files
- BONUS: 2 full TTF fonts, 7 sound effects!

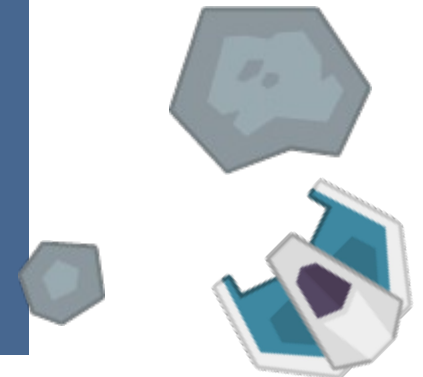
Let me know if you have any questions or requests!

\$9 KENNEY GAME ASSETS

Donate to receive all 14,000+ assets in 1 big pack!

ATtribution INSTRUCTIONS:

Credit "Kenney.nl" or "www.kenney.nl", this is not mandatory.





끝
end

감사합니다.
Thank you.

질문
Any Questions?

