# Spacelords

## General Description:

Spacelords is a game developed in the genre of arcade space shooter, where users are given control of a spaceship and must avoid their enemies and navigate barriers with playful design within an environment. Often, the player is expected to avoid collisions while aiming at the enemies to gain more points.

## Team Members:

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## Game Layout:

- A spaceship controlled by the player is provided at the bottom of the screen and the player moves the spaceship back and forth using left and right arrow keys.
- There is a health bar at the top left showing the health status of the spaceship in red color.
- Right on top is the player's score, which goes up depending on the number of enemies the player manages to hit.

## Gameplay Mechanics:

- Shooting Mechanic: The player can shoot oncoming enemies while inside the ship. Hitting an enemy also adds to the score of the player.
- Enemy Types: Enemies of distinct kinds appear on the screen and beat them is achieved through diverse ways. Some for example varying speeds of the enemies and some might give you power ups when beaten.
- Obstacles: In addition to enemies, the user would also need to deal with non-destructible, player colliding objects (ex. asteroids), which would cause damage to the ship.
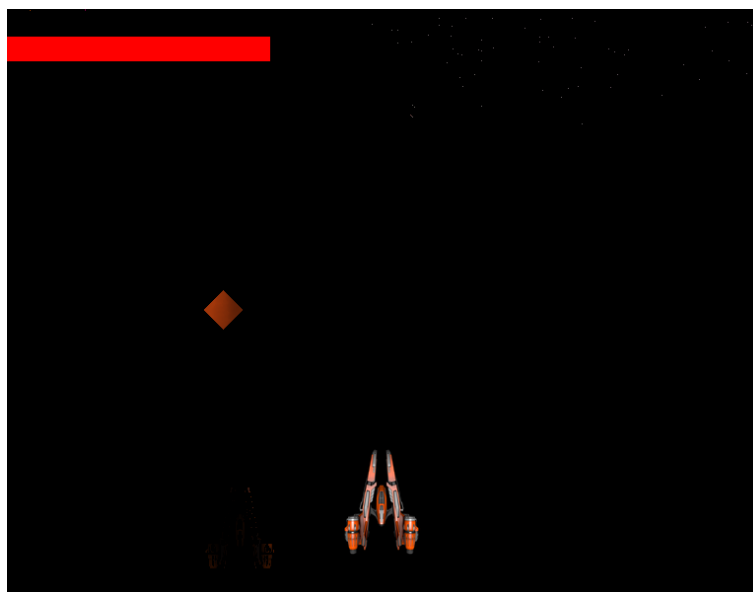
# User Interface (UI):

- The Start Screen shows 'Swaglords' with three buttons: Start Game, Instructions and Quit.
- While in the game, the player is always updated on the health status and score with the appropriate bars.

# Screens:

Welcome screen:



In game:

# Uml Diagram:

**Space Game**
- background

+ run ()

**Game**
- score : int
- health : int
+ start Game ()
+ end Game ()

**Power Up**
- type : string
+ apply Effect ()

**Player Ship**
- position : Point
- health : int
+ move ()
+ shoot ()

**Enemy**
- position : Point
- type : string
+ attack ()

**Obstacle**
- position : Point
- damage : int
+ collide ()

**Projectile**
- speed : int
- direction : Point
+ move ()

**Space Ship**
- shield : int
+ activate Shield ()