

## PROJECT 3 PROPOSAL

For my Project 3 I will create a Space War game, the main character and the one that the user will have control of will be an alien, the goal will be to try and survive by abducting as much astronauts as possible to stay alive. So, it will mainly consist of these classes:

- **The Predator which will be the alien**
- **The Astronauts which are our prey** (will be using a class and Arrays to generate, also try inheritance to have 2 different types of inheritance)
- **Asteroids** that if in contact with the alien will make him lose health and shrink in size (will use class and arrays as well)
- **UFO's** that will teleport the alien to another position on the game screen and maybe change the control direction once in contact with our alien (will be using a class and maybe array as well)
- **Starts** in the background (will try to generate them with arrays as well)
- **Magic potion** that will make our alien gain full health and move faster (class and Array)

Since it will be a predator and prey based game, I will be using the same code approach as my project 2. I will have a Start screen, an Instruction screen as well as an end screen that will display some information about the game played. I will also try to push myself and try to have the alien shoot bullets to destroy the asteroids which will make him gain health as well.

For this first prototype, I have my Alien class and my astronaut class (which I created an Array for), and the alien can eat the astronaut to stay alive. In addition to my Start, instruction and end screen, I still have no sounds.

START SCREEN



GAME PLAY



END SCREEN

