







Final Project – Game (Revised Documentation)

- Premise – A shooter-style game where player must survive as long as possible without touching an enemy.
- Single-player game
- Game entities
 -  Player – The player character. Can move up, down, left, right, diagonally and can also shoot in the four cardinal directions.
 -  Pellet – The item the players shoots. If it makes contact with an enemy, kills them.
 -  Enemy – The enemy character. They come from all sides of the screen and move towards the player. If an enemy touches the player, the player dies. May drop item when killed.
 - Items
 -  Coin – Currency item that player can pick up to add to their score.
 -  Coffee – Power-up that makes the player move faster.
 -  One-up – Item that gives player an extra life.
- Gameplay
 - Player starts in center of the screen, while enemies enter from all four sides.
 - Player moves with WASD (up/left/down/right).
 - Player shoots with the arrow keys. (up arrow shoots up, etc.)
 - Player can move and shoot at the same time.
 - Player uses an item immediately upon intersecting with it.
 - Normal/hard mode that affects how fast the enemies are.
- Rules
 - Player starts with 3 lives, can pick up extra lives.
 - Player kills enemy by shooting them.
 - New monsters spawn whenever player kills all monsters on screen.
 - Enemy kills player (-1 life) by touching them.
 - Game ends when player uses all their lives.
 - Infinite game (could go on forever if player never dies)
 - Score based on time survived and coins picked up