The Race to Space

This game starts you out as a racer that begins encountering aliens on his journey. This leads him to a cave where he finds a spaceship and he takes that spaceship to the moon to defeat the aliens.

Objective:

The objective of the game is to defeat the aliens on each level. There are three levels that feature three different locations. Between the three levels, there is a top down view of the world that the player must navigate through to reach each level.

Graphical Objects:

Main Player:

The main player can run, fall, jump, swim, fly, and climb. The main player can kill the enemy by firing the shotgun, throwing a grenade, or jumping/falling on an enemy. He collects items from friendly sprites by coming into contact with them.

Enemy Sprite:

The enemy moves left and right and turns around when it hits a wall or edge. The enemy kills the main player by coming in contact with him.

Friendly Sprite:

The friendly sprite sits in one position and gives the player an item when the player comes into contact with him.

How to play:

Arrow Keys Moves, X Jumps, C Fires, and Tab Switches Weapons

Credit:

Artwork by: Tyler Goss

Music by: Jacob Skelton

