

Project Plan

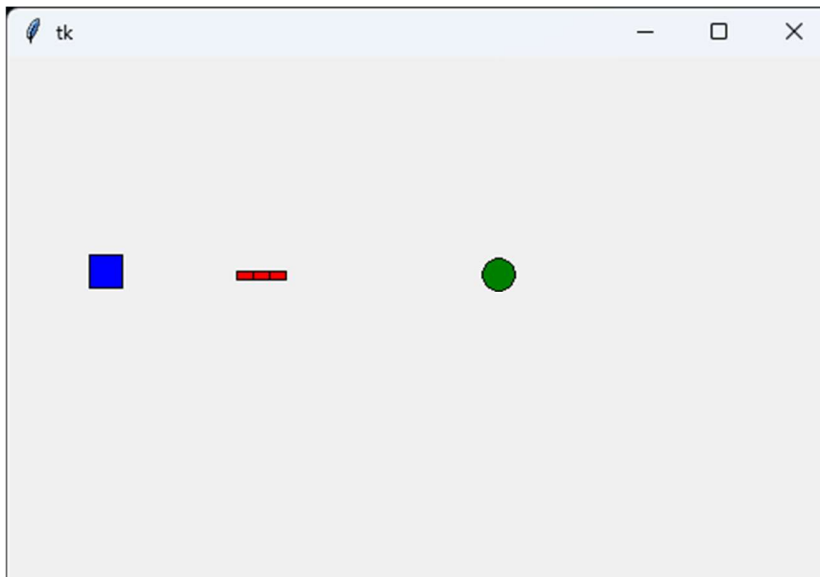
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We will create a shooting game.

Rules:

1. users operate an object and fire a bullet.
2. From the right side of the screen, enemies come, so user has to fire bullet and eliminate enemies.
3. If one enemy reaches the left side of the screen, users get Game Over and get scores depending on time.

GUI:



We'll create something like this.

Users operate an object (blue square) and fire bullets (red rectangle) in order to eliminate enemies (green ball).

In addition, we are thinking that we'll create a start menu including start button, user's choice of level, and score ranking.