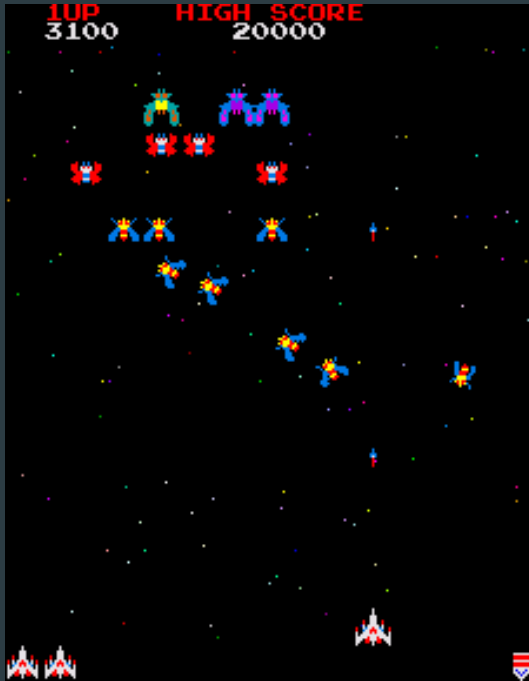


Final Integration Project: Galaxatron

Tristan Evans

Description

- ▶ The basic premise for Galaxatron will be to create a top down space ship game similar to classics like Galaga or Space Invaders
- ▶ The player controls a lone star fighter lost in empty space. With endless, ever increasing waves of enemies, how long can they survive



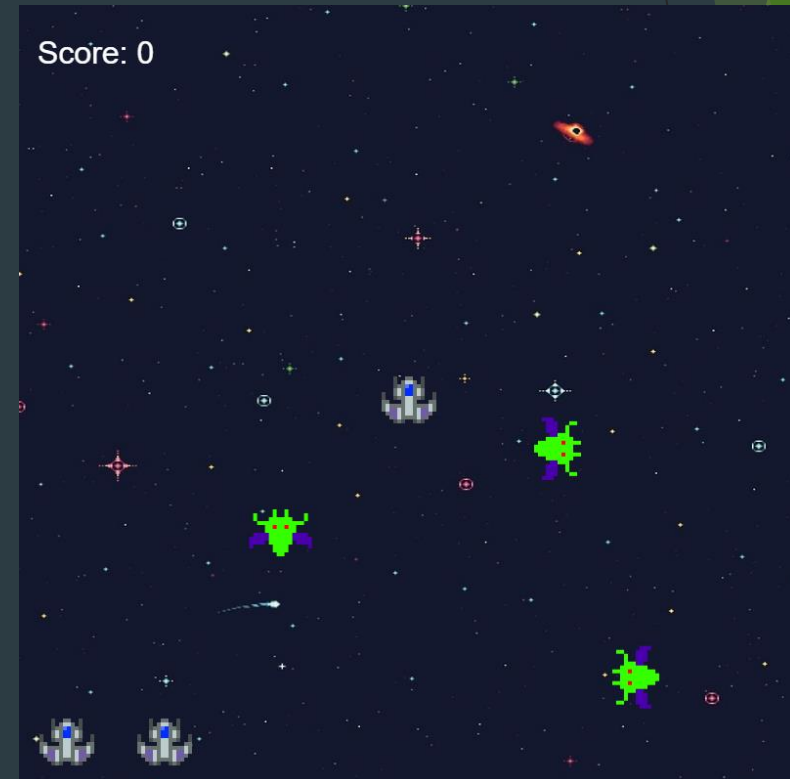
Graphics

- Originally the graphics were going to imitate simple geometry graphics from games like geometry wars or geometry dash



Graphics Cont.

- ▶ However, as the project continued, it was decided that the graphic would be more in line with classic 16 bit space shooter graphics

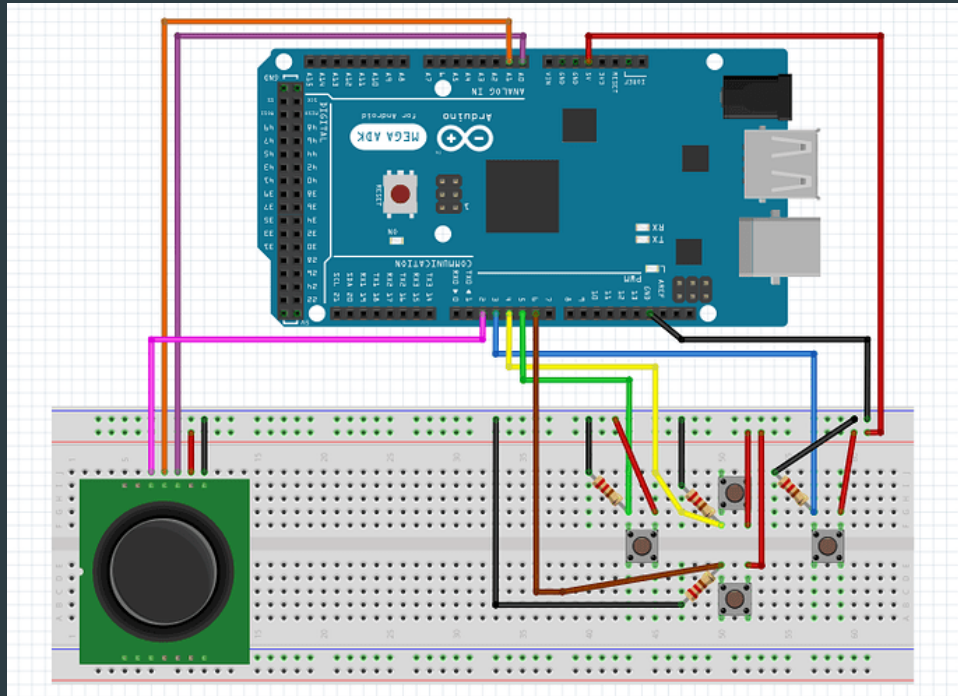


Video

- ▶ Here is a youtube link to the game being played live.
- ▶ <https://www.youtube.com/watch?v=RN1PCWYMjT0&t=2s>

Hardware

- ▶ Galaxatron is played with a joystick and 2 buttons connected to an Arduino with a similar set up seen below



Future Development

- ▶ There 4 main focuses for future development:
 - ▶ Add 1-ups to occasionally gain health upgrades
 - ▶ New Aliens with different movement patterns and actual attacks
 - ▶ New Weapons/weapon upgrades
 - ▶ Increasing the accuracy of hit detection