Games Concept

The theme of my game is a Galaxy spaceship game, and the aim of the game is for the spaceship to collect all the aliens without getting hit by an asteroid. The spaceship also has a projectile which is laser balls so it can press the S button on the keyboard which will shoot the asteroid using these laser balls so they will disappear and present a text saying "great Job". There is also a counter that keeps track of the number of aliens collected by the spaceship. The current controller of the spaceship is capable of moving left using the left arrow and right using the right arrow. The spaceship can also go up which allows the spaceship to collect aliens more efficiently. I have used platforms in my game by using planets to allow the spaceship to bounce of planets to get the aliens.
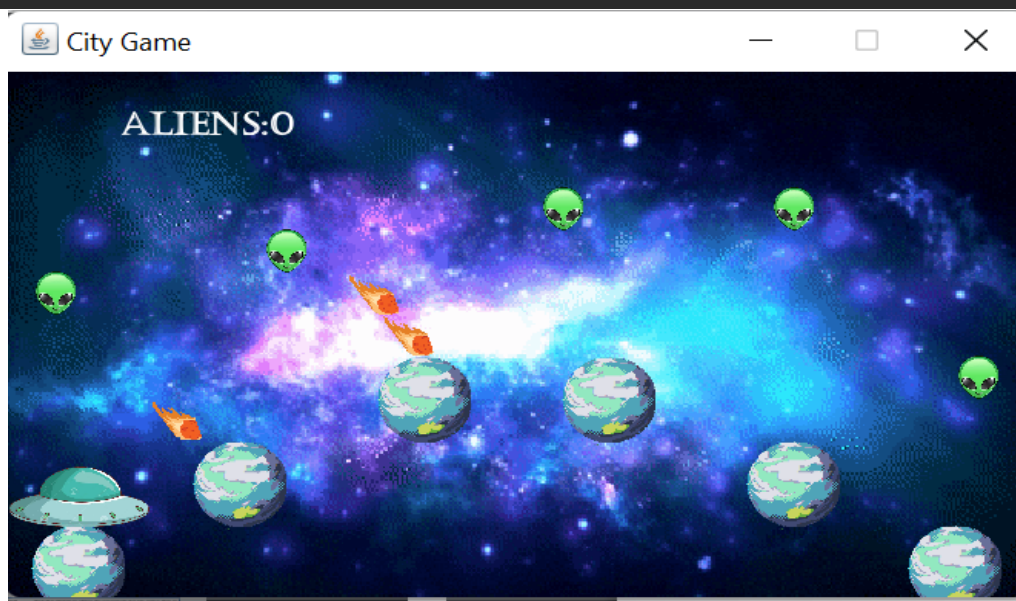
In the future I aim to create a lives bar so the spaceship will have three lives and once the spaceship has been hit by three asteroid all three lives will be removed so the game will be over. I will also be adding a timer to make the game more challenging once additional levels are added. For each level their will, be an additional number of obstacles to avoid. As currently for level 1 I will only be adding one obstacle however as the level goes up the obstacle will also increase. As the levels will become challenging level 2 will have a total of 5 lives.