COMP 3064 Assignment 1 External Documentation

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1.) Game Description

The game is a simple concept, where the player character is a flying rocket. The objective of the game is to score as many points as possible by catching coins as the fly through the screen. Also, the player must avoid being hit by birds. Losing lives 3 times by birds means game over.

2.) Controls Description

The rocket ship can be controlled with WASD or the arrow keys of the keyboard. Simple start and reset buttons begin the game, and reset the game to initial values.

3.) Enemies

There is only one type of enemy, the bird. It is a small, repeating obstacle for the player to avoid.

4.) Score

The player earns points towards their score by catching coin powerups as they fly across the screen. Every five points earned, the player earns a 10 second buff that enables them to catch birds for points as well, instead of losing a life.