


Cosmic Defenders

How to play

You are in control of a fleet of aliens. The goal of the game is to destroy 3 enemy Alliance ships, while defending the Queen. You win if you destroy all the enemy ships. You lose if the Queen or all of your combat units die.

Your units are at the top of the screen. Left click to select a unit. You will hear a beep when you have selected a unit. You can select multiple units at once. Right click anywhere on the screen to move all selected units in that direction. **The farther away you click from a selected unit, the faster it will move.** After your unit leaves the screen, it will reappear at its start position.

Both your units and the enemies will die in one hit when they come in contact with an opposing unit or bullet. The only exception to this is the Beefy Bug (), which you have control of. Units are explained below.

Your Units



(2 units)

The Butterfly is a very fragile but expendable unit. Its only attack is to charge at the enemy, destroying both the enemy and itself.



(1 unit)

The Beefy Bug works very similarly to the Butterfly, except it can take an extra hit before dying. When it is blue, it is at full health. When it is red, one more hit will kill it.



(1 unit)

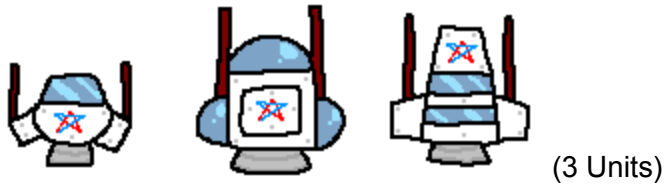
The Stinger will prove to be one of your most valuable units. As it moves along the screen, it fires missiles that travel vertically downwards. It is optimal to set the Stinger on a slow horizontal path so it can strafe bomb the enemy.



(1 unit)

The Queen must be protected at all costs. It will move back and forth across the top of the screen. You cannot control it. If it dies, it's game over. Use your other units to protect it.

Enemy Units:



The Alliance will not rest until all aliens have been conquered. Their ships are quick, and they will try to dodge your attacks. Additionally, each ship can periodically fire a slow-moving bullet from their cannons that moves vertically. You will fight one ship at a time. When one is destroyed, another will take its place after a short delay. It's best to hold your fire until the new enemy has appeared. Destroy 3 to win.

Tips to see all content:

The game opens to a title screen. Pressing any key will begin the game. **There are separate scenes for a win scenario and a loss scenario. Be sure to do both to see all scenes.** From the win/lose screen, hitting any key will go back to the title screen.

If you are struggling to beat the game, try selecting all units at once and charging the enemy with all of them. Also, be sure to use the Stinger (🐝) to its full potential. Set it on a slowly-moving path so it can shoot lots of bullets at the enemy before returning to rest.

The enemy ships shoot their bullets on a timer. If you want until right after they shoot, you can safely try to get a hit by moving a unit at max speed to the enemy. Also, it's better to aim your shots at an angle instead of head on, so the enemy ship will miss your unit if it shoots a bullet.

NOTE: All assets (music, SFX, art, code) were made by myself, Thomas Bills.