Computer Gaming Assignment 1

For this assignment I have decided to create an ‘arcade shooter’ game. For this game the theme will be based around an alien escaping from ‘Area 51’. The alien will have a similar movement and abilities as an arcade shooter game and the player shooting will be aimed by the cursor, with the aim of the game to get the alien to a meeting point where he will be picked up by his spaceship. The camera will be giving a top down view of the game meaning the game will be 2D.

On his way he will face various enemies including farmers and FBI agents who will throw or shoot at the player .The game will get progressively harder by making each level longer and facing more enemies. These enemies will have ‘cover’ near them, but they will not use the cover as they will be shooting down straight lines as if they have just come out of their cover, this can be use by the player to get out of a line of fire.

Must have: A character with some type of gun to shoot enemies.

Should have: Enemies that shoot back at the player

Could have: Multiple levels including background changes.

Would have: Multiple gun options / enemies with varying levels of armour