

LPOO_<4><12>-Space Invaders

Space Invaders it's a well known game to the community, our idea with this game is to develop the main core of gameplay (shooting spaceships) adding an extra difficulty to the levels. Initially we will have our spaceship that can shoot bullets later on we can add some more abilities and features to our main character also having in mind the possibility to add more features to enemy ships.

This project was done by Álvaro Miranda (up201603694@fe.up.pt) and Matheus Gonçalves (up201405081@fe.up.pt).

Implemented features:

Right now we don't have any main features implemented, but we can assure that by the end of the week we will have a playable game.

Planned features:

- Shooting spaceship when space key pressed as well as checking collision with enemy ships (for the bullets and the main ship).
- Spawn of enemy ships.
- Template movement for wave of enemy ships.
- 8-bit track to help build up the adrenaline.

Self Evaluation:

Matheus Gonçalves: 50%

Francisco Miranda: 50%