

## George Brown College

Assignment 1: 2D Shooter – Infinite Warfare

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Game Development – COMP 3064

CRN – 13899

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## Introduction and Detailed Game Description

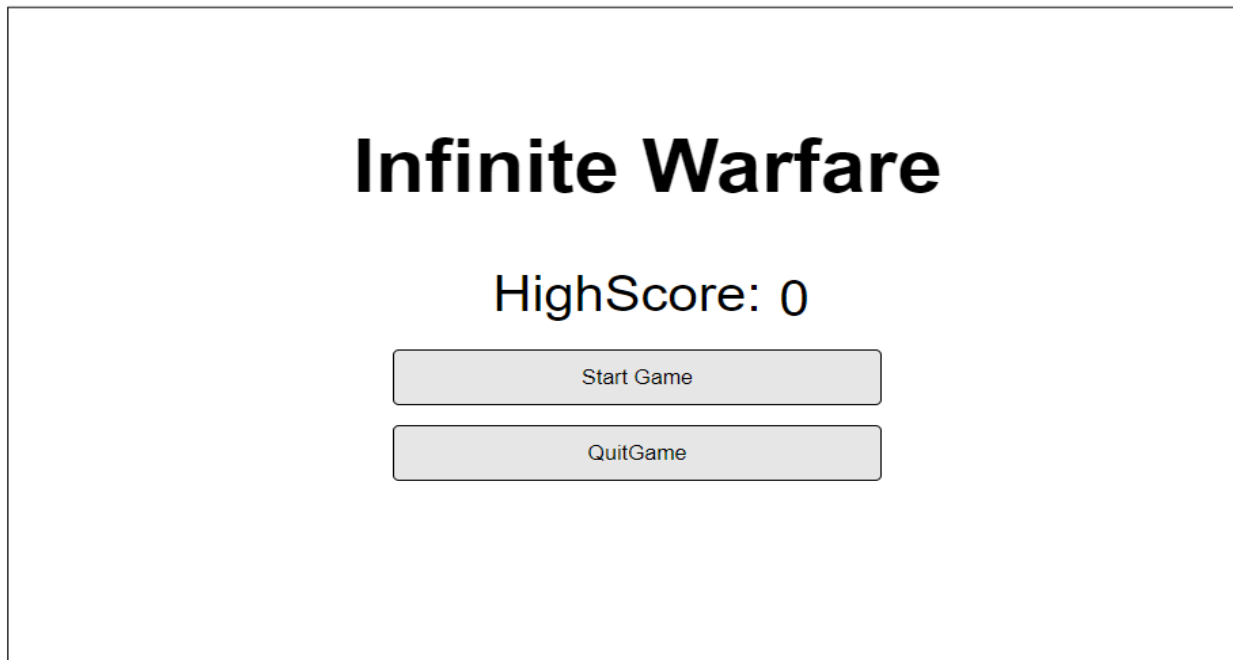
Infinite Warfare is a simple 2D shooter/arcade game. The rocket travels from location X to Y and passes through enemy territory. The rocket must make its way avoiding enemy birds and defending itself by collecting balloons for extra points.

## Control Description

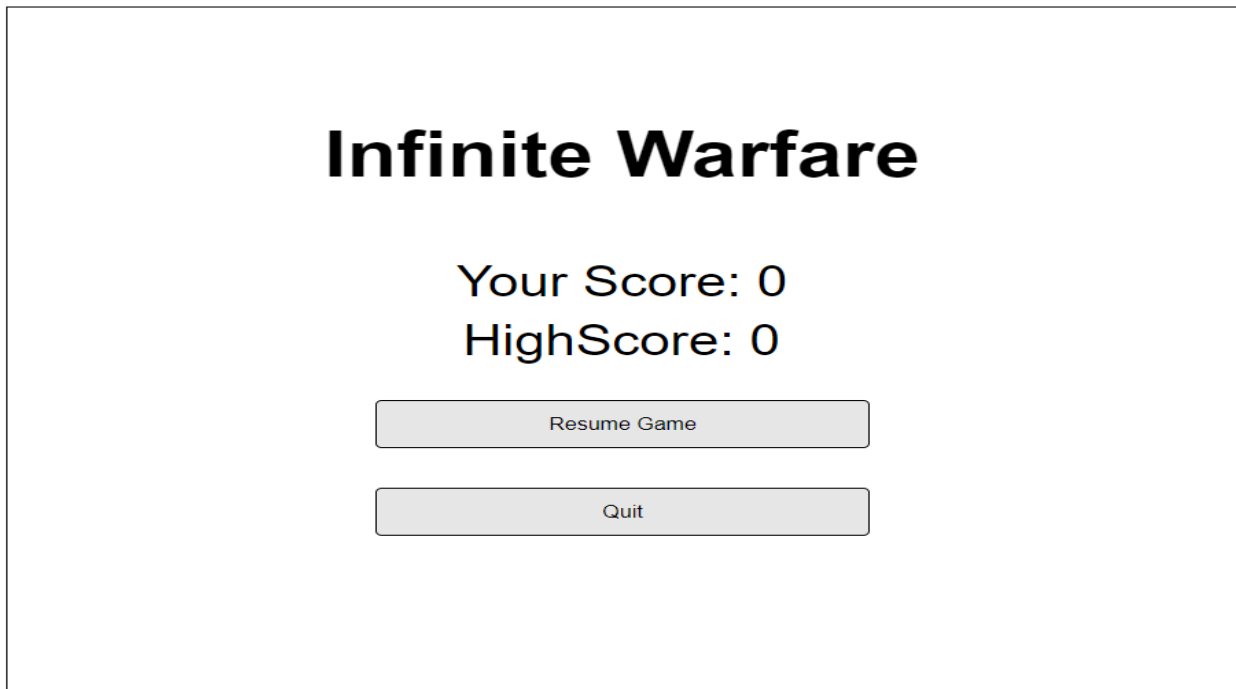
Keyboard controls include the keys A, S, W and D for the movement respective to their position on the keyboard. The primary mouse button to shoot as well as space key on the keyboard. Escape key can pause the game.

## Interface Sketch

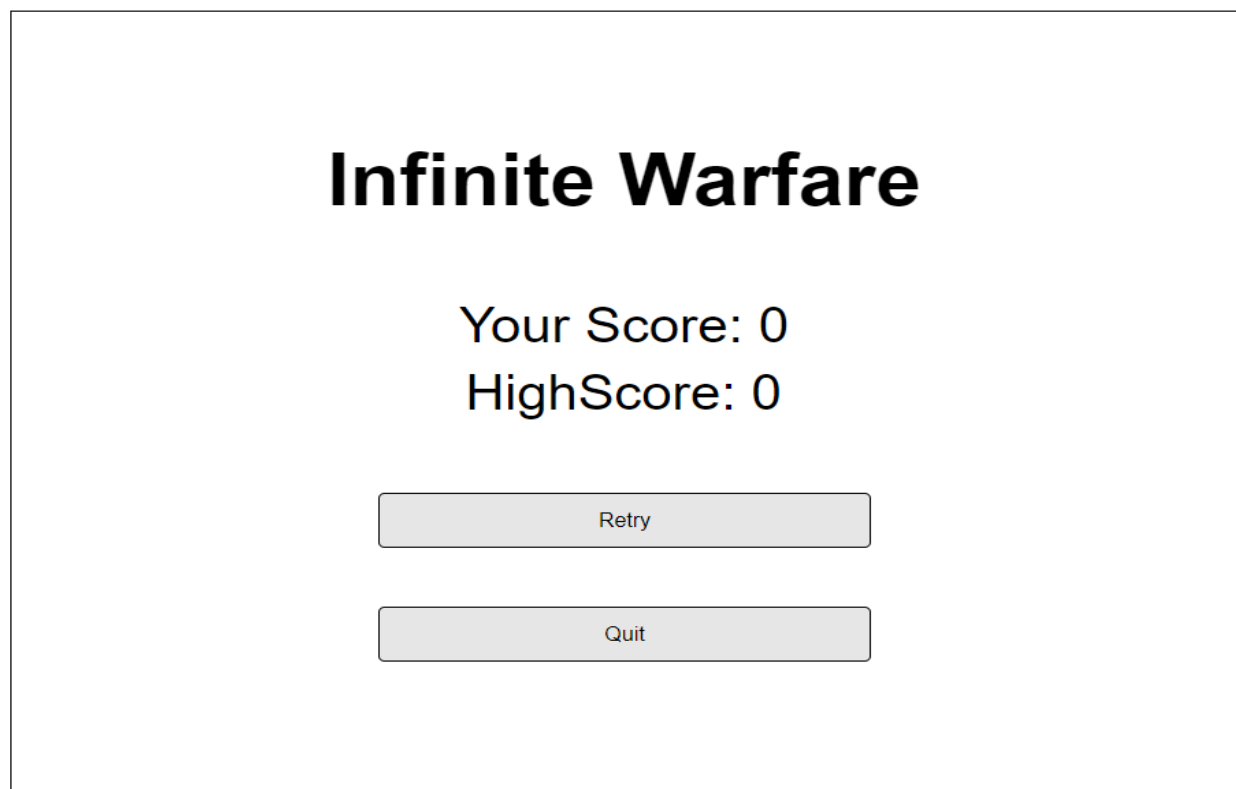
### Start Screen



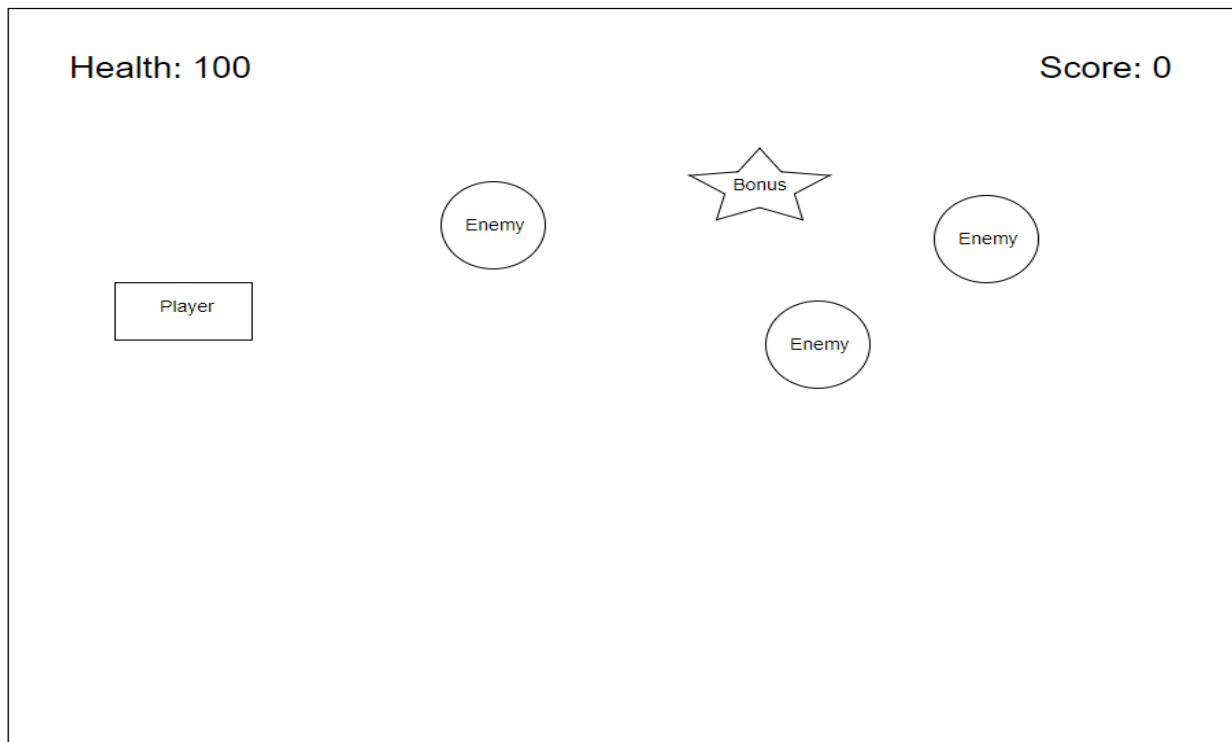
Pause Screen



Game Over Screen

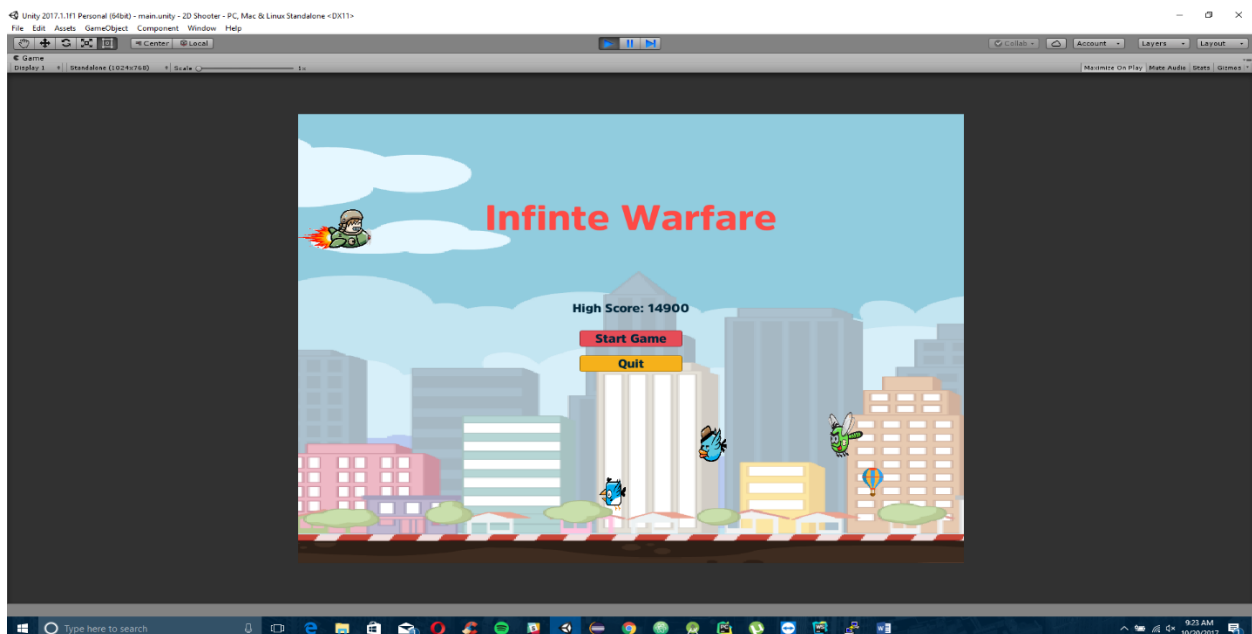


## Gameplay Screen

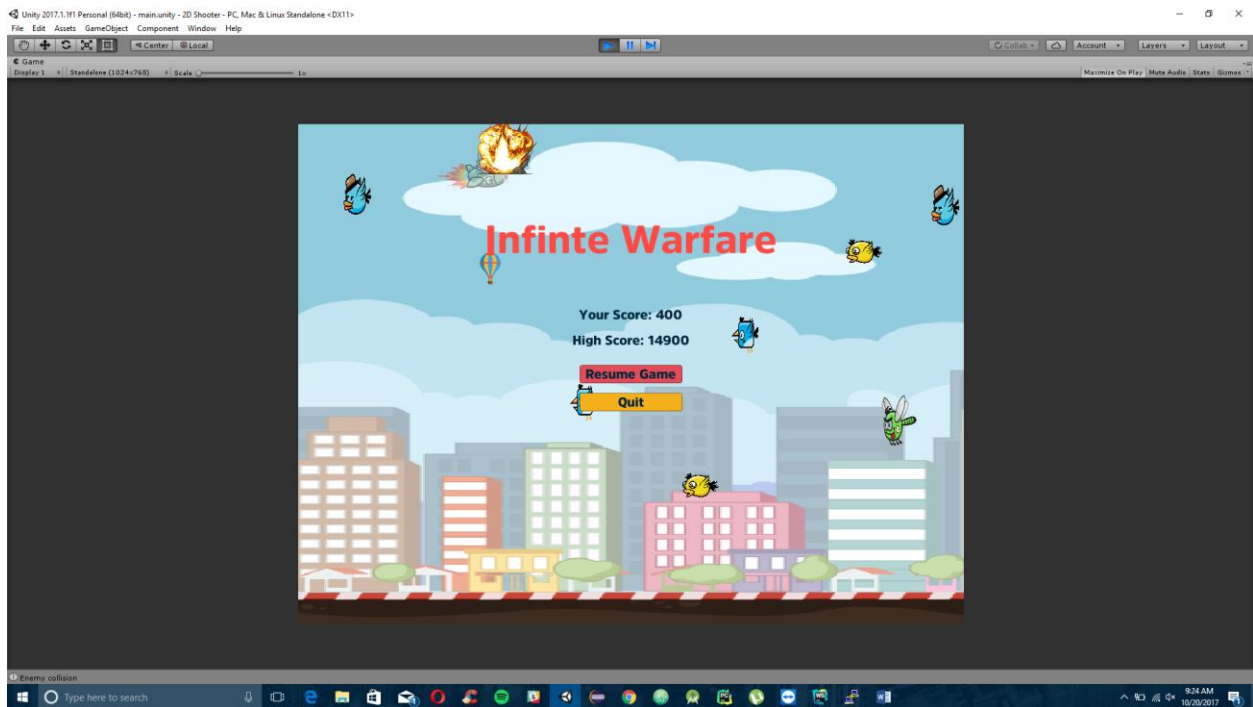


## Screen Description

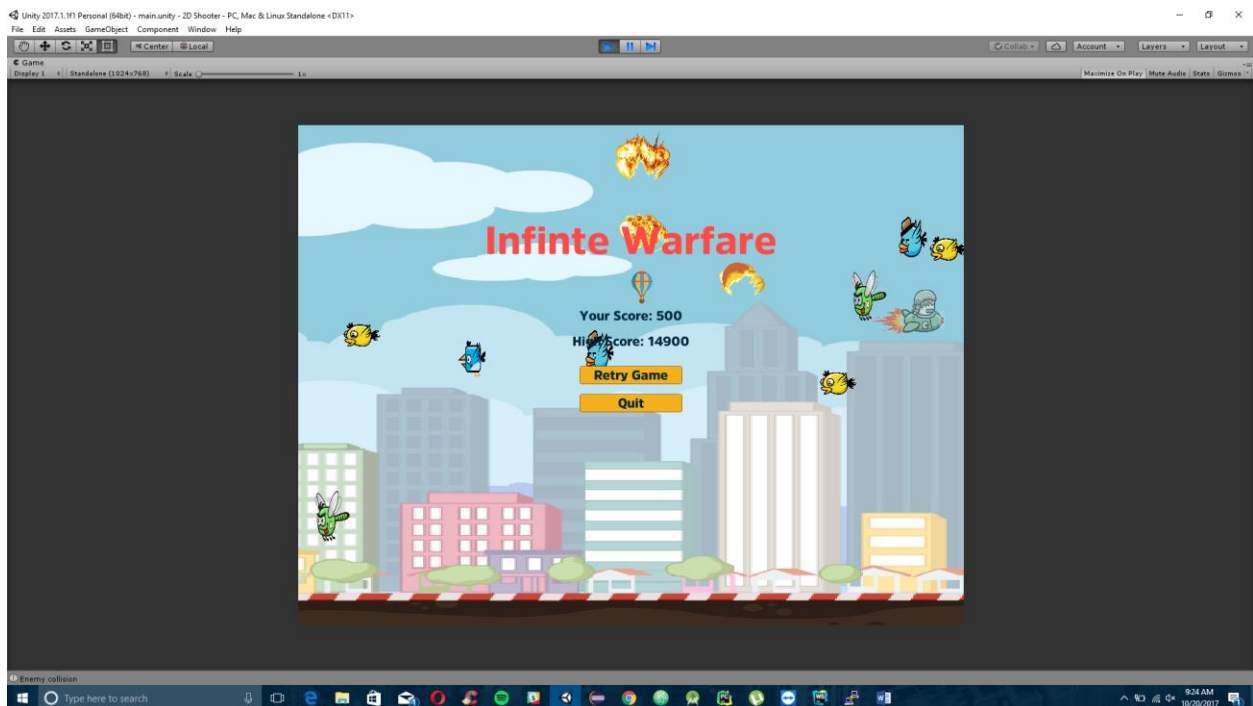
## Start State



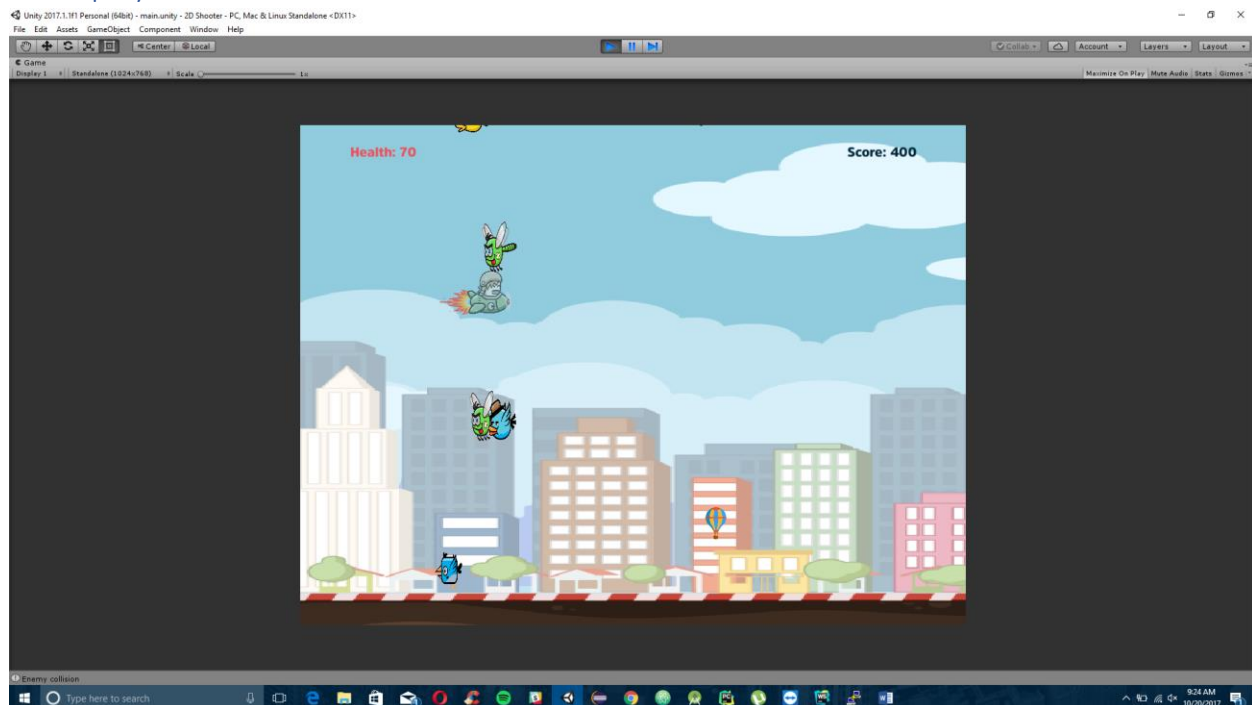
## Pause State



## Game Over State



## Gameplay State



## Enemies

Birds (Enemies) spawn at increasing rate from the right side of the screen to the left at a random position from the top and bottom. They don't shoot nor rotate but keeps flying at random position.

## Scoring

Rocket can gain score by shooting down the enemy via bullet and picking up the balloon. If the rocket collides with the enemy, the enemy is destroyed an explosion animation is played and rocket losses 10% of its current health but no points are rewarded.

## Sound Index

Sound effects were all taken from the [Freesound.org](https://freesound.org) and they are free to use for personal or academic purpose.

Background Sound	<a href="#">background.wav</a>
Picking up a balloon	<a href="#">balloon.wav</a>
Killing an enemy	<a href="#">bird-kill.wav</a>



When rocket collides with enemy	<a href="#">explosion.wav</a>
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## Art/Multimedia Index

All sprite sheet and texture were taken from [opengameart.org](http://opengameart.org) and they are free to use for personal or academic purpose.

	Explosion sprite sheet
	Background Image
	Balloon Texture
	Enemy 1 Texture
	Enemy 2 Texture
	Enemy 2 Texture
	Enemy 4 Texture
	Bullet Texture
	Rocket texture