INITIAL PROJECT SPECS

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PROGRAM OVERVIEW:

A basic 2-D space themed shooter, where the player will move the Spaceship via finger.

* **Controllable Unit**: Spaceship that is constantly shooting out projectile and is controlled by finger movement
* **Orientation**: The orientation will be vertical
* **Background**: The background will move vertically to simulate the the Spaceship moving forward
* **Obstacles**: include enemy ships, asteroids, and possibly mines (the obstacles will also move vertically to simulate the Spaceship moving)
* **Items**: Life Packets, Power ups (movement of the Items will be the same as the movement of the obstacles)
* **Score:** Will be accumulated throughout the level by surviving, destroying obstacles, and picking up items (score at end of level will be converted to currency)
* **Shop:** a collection of upgrades on display that can be purchased through currency
* **Win Condition**: Survive the level by either destroying or evading the Obstacles
* **Lose Condition**: Lose all of your stocks (lives)
* **Menu**: menu will be displayed at start of game and display the play, options, shop, and exit game
* **Between Levels**: there will be a screen that includes buttons for: exit to menu, continuing, and the shop.

DESCRIPTION OF USER INPUT:

* Finger for movement control
* tap on button on bottom left corner to deploy stored power ups
* tap on button on bottom right corner for menu options
* menu screen and the intermission screen will have option that are chosen through tapping buttons on the screen

DESCRIPTION OF PROGRAM OUTPUT:

* The Spaceship will respond to the user’s finger by following the user’s finger
* button on bottom left corner will deploy power ups
* button on bottom right corner will enter the paused menu (resume, options, exit)
* tapping buttons on menu and intermission screens will output the options selected

STRUCTURE OF YOUR DATA THAT WILL BE STORED IN TEXT FILES

* the profile of the player (purchased upgrades, accumulated money)
* high scores
* previous completed level will be saved, and the user will have the option of starting the next level on the completed level

**Release Schedule (the second half of Specs)**

**Here, you will show an itemized plan for completing your project. You will share how you foresee your program developing, from 1.0 to 6.7 (be creative with release names). Do not worry about specific times of completion; be more concerned about the specifications that would make a given release clearly unique. The release schedule will be like rungs on a ladder that will give you direction with clearly defined progressive goals.**

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| **Release Name** | **New incremental features of this release** |
| **Awakening 1.0** | **Basic Movement: getting the spaceship to follow user’s finger (Spaceship will be a shape for the time being, a photo will be added later** |
| **Awakening 1.1** | **Background Movement: getting the background to move vertically down to simulate spaceship movement** |
| **Awakening 1.2** | **Graphics: import pictures for spaceship and background** |
| **Awakening 1.3** | **Basic Movement of Obstacles: displaying the obstacles off the top of the screen and moving them down to make simulate spaceship movement \*basic shapes are used for getting motion down properly** |
| **Awakening 1.4** | **Adding in stock life system** |
| **Awakening 1.5** | **Items: adding health packets \*Power ups will be added later. \*basic shapes are used for getting motion down properly** |
| **Unraveling 1.0** | **Buttons v.1: adding bottom left button for power up deployment** |
| **Unraveling 1.1** | **Items: adding Powerups and finding a way to store power ups until time of use** |
| **Unraveling 1.2** | **Scoring System: add scoring system & score to currency converting system** |
| **Unraveling 1.3** | **Graphics: Images will be added onto the obstacles and power-ups** |
| **Unraveling 1.4** | **Levels v.1: level limits (have set number of enemies & obstacles, and once depleted the level ends and then the new one begins)** |
| **Unraveling 1.5** | **Levels v.2: increase difficulty as progressing through levels, incorporate auto save onto text file after each level (auto save will include: current player stats & score). As of now there are 10 levels planned** |
| **Unraveling 1.6** | **Levels v.3: add in an intermisson section after each level ends** |
| **Liquidate 1.0** | **Menu v.1/Buttons v.2: add in main menu at start of app, gives 3 options: Start , Continue and Exit which are displayed as interactive buttons** |
| **Liquidate 1.1** | **Upgrades/Shop: add upgrades (increases stock of ship, ships damage etc.)** |
| **Liquidate 1.2** | **Menu v.2/Buttons v.3: create a new menu separate from the main menu, this will be the shop menu that incorprates buttons for purchasing upgrades** |
| **Revelation 1.0** | **Buttons v.4: incorporate a button for in game exiting which will return the user to the main menu (sadly the user will not be able too resume mid level)** |
| **Revelation 1.1** | **Levels v.4: allow for the user to resume at last completed level if all stocks are lost** |
| **Revelation 1.2** | **Display highscore menu after death and after completion of the 10th level**  **Menu: includes highscores, exit button that will return you to main menu** |
| **Revelations 1.3** | **Graphics: changing appearance of spaceship & spaceship projectiles as upgrades are unlocked** |