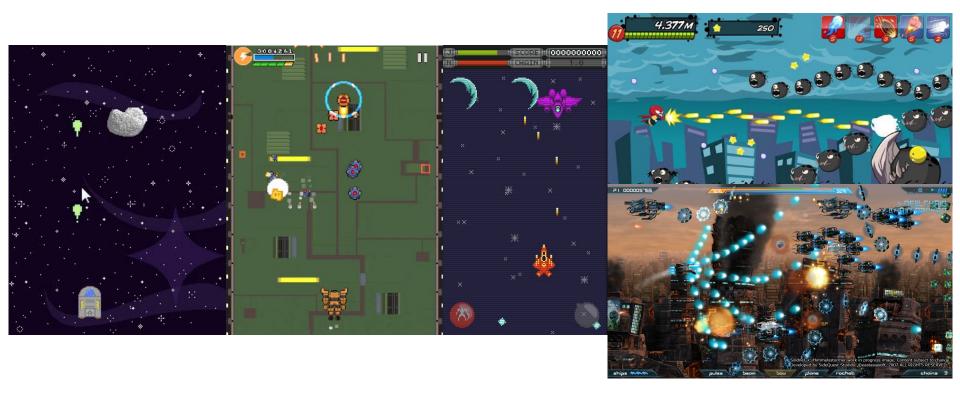# Advanced Games

Week 1 - Introduction

Work Overview

- ## Week 1 Game   10%
  - Individual, simple 2D arcade game, C++

- ## Research Essay Assignment 10%
  - Individual short essay on GamesDev topic

- ## Main Project   80%
  - Groups of 3, 3D, Built from scratch in C++
    Multiple functional + documentation requirements

Make a Shmup / Bullet Hell

Features

Gameplay
- Simple gamestate system (start screen, pause screen, menu screen)
- Multiple Enemy types
- Powerups
- Multiple levels / Scaling difficulty
- High Score system

Technical
- Simple Sound
- Controller & keyboard support
- Simple Graphics options (Resolution & window mode)
- Windows 10 x64 support
- Single file .exe game installer/uninstaller. Or a single portable .exe
- Web presence with game promo material and downloads

DUE DATE:
Friday 15th September 10:00 AM