1. Do you like the difficulty changes during one level of the game?

Yes, I like the difficulty increases by time.

1. If there is a cheat mode, would you be happy or not?

Yes, cheat mode can be exciting.

1. What kind of enemy do you want?

Planes and turrets, maybe tanks.

1. How do you like the enemy attack?

By shooting bullets, and small enemies can attack by crash in to the player.

1. Do you want players’ hitbox as big as the fighter is or just the cockpit?

I would like it as small as possible, so the cockpit it fine.

1. Do you want different kind of bullets have different damage?

Yes, one-shoot-kill is outdate.

1. If every fighter have a special skill, what kind of skill you like?

First, a massive bomb is the classic.

Second, an EMP that can wipe out all enemy bullets and third a time slower.

1. Do you achievement system in the game? And how do you like it to be?

Yes, for example like secret plane and weapon will be unlocked if achieve a high enough score.

1. Do u like 武器克制
2. How do think about weapons in the game?

I prefer I can modify the weapon before the battle, so I can choose the right weapon.

1. The weapons can be updated, how do like it to be?
2. What color do you prefer in the game? And UI?

Blue and white can be good, black and red can be cool.

1. Do you like control by mouse or keyboard?

I prefer mouse, but keyboard is the classic.

1. Do you like obstacles in the game?

No, the origin game don’t have it.

Gameplay

1. clear background so the player and enemies are easy to locate
2. 3 levels with unique boss
3. player need to be spawned at the bottom of the screen
4. enemies spawns according the level design
5. the main fighter should be using the original ship
6. the enemies should use the enemies from original game
7. the game should have an endless mode that game until player die
8. player has three lives
9. a single picture as the start screen
10. The colour and shape of the bullets should be differed by player and enemies

Input design

1. player should be controlled by arrow key
2. player shoot bullet by pressing space bar
3. player start the game by pressing R

Output design

1. current score has real-time update and show on top right
2. the lives left should be shown on top left
3. the health left should be shown on the top middle
4. game over printed when player dies after three times
5. print out the score after game over is printed
6. start screen with instructions

Processing design

1. player and enemies can’t go outside the screen
2. suicide attack type enemies automatically chase the player
3. other type of enemies will follow a set of designed route
4. a type of enemies are able to shoot at player
5. increase score when killing enemy
6. player drop heath after hitbox is hit
7. player will not die unless lives and heath drop to zero
8. hitbox is smaller than player fighter
9. if bullets fly outside of screen, the bullets disappear off
10. bullets doesn’t penetrate enemies
11. high score should be calculated at the end of the game
12. the enemies spawn in certain design
13. in endless mode 10 enemies spawn at the start and 5 enemies spawn each time
14. The number of enemies spawn increase overtime
15. Larger enemies spawn every few waves
16. Larger enemies has slower movement speed and more durable
17. Larger enemies take multiple hits to kill
18. Normal enemies are killed by one hit
19. Player can take damage up to 100
20. Enemies move slower than player except suicide attacker
21. Once the health drop to zero, the player is spawned back to centre of the map
22. High scores should be changed and saved if there is a higher score
23. Enemies cannot collide with each other
24. Player shoots bullet upwards