The Space Shooter 2015

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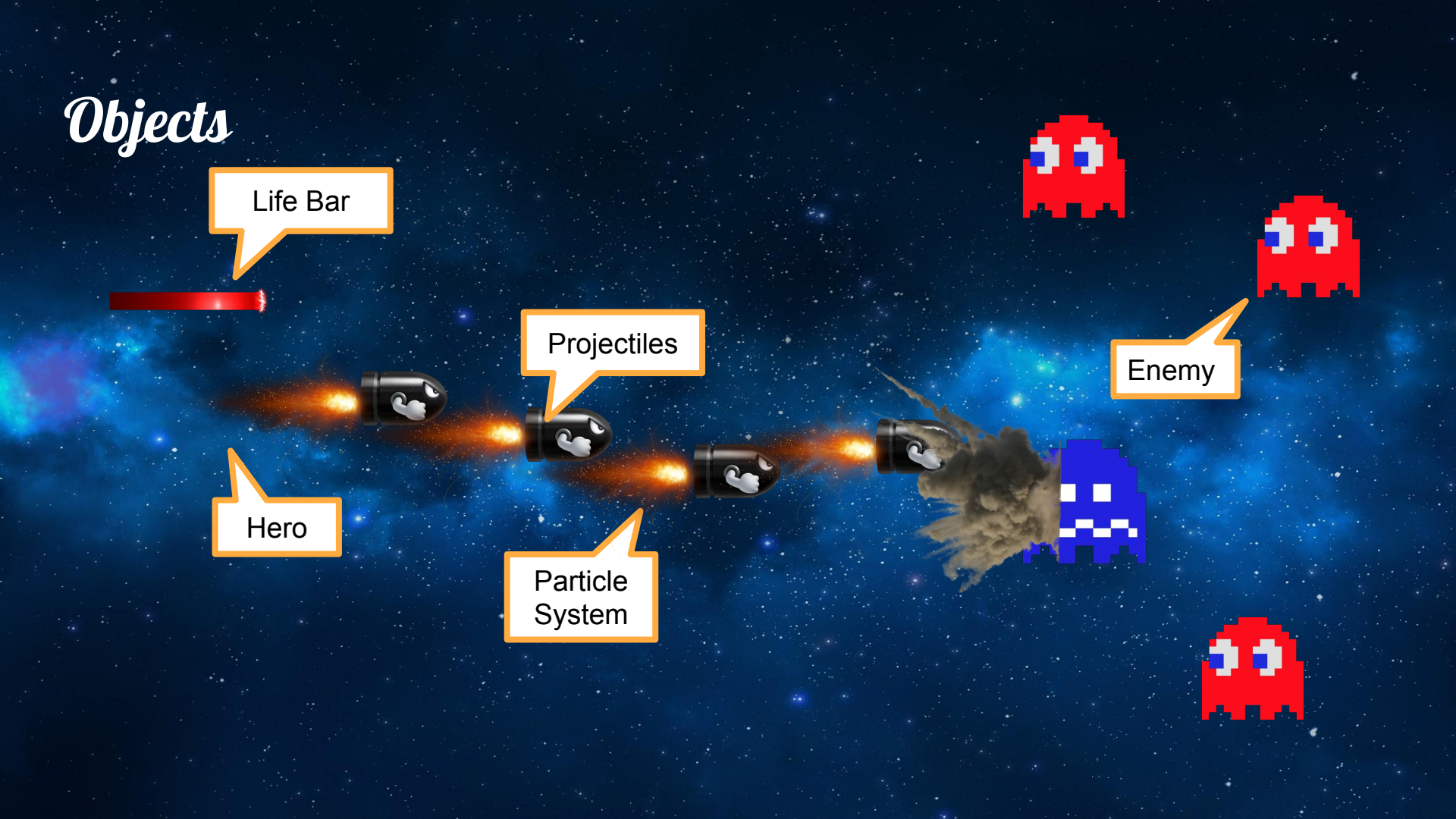
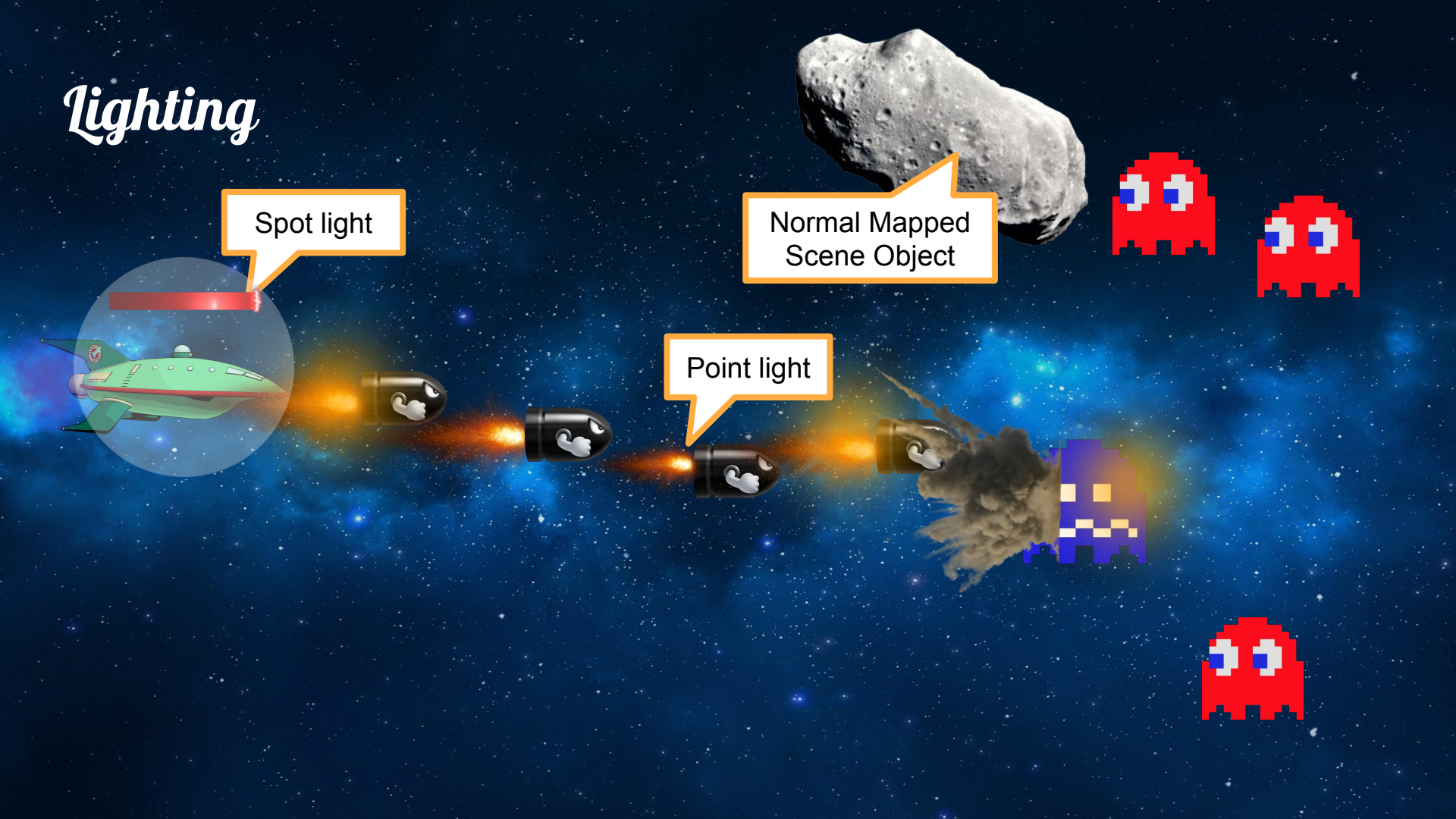
Overview

- 2D space shooter game
- Side scroller: left to right
- Collision detection when hero, enemies, environment, projectiles collide

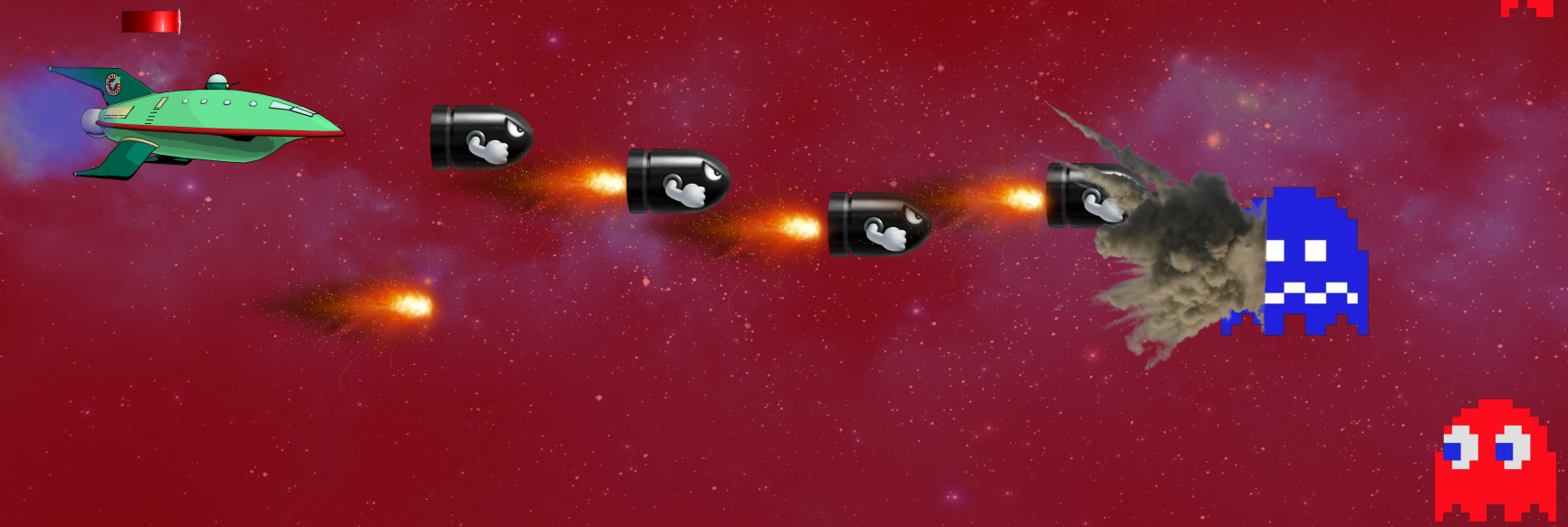
Objects



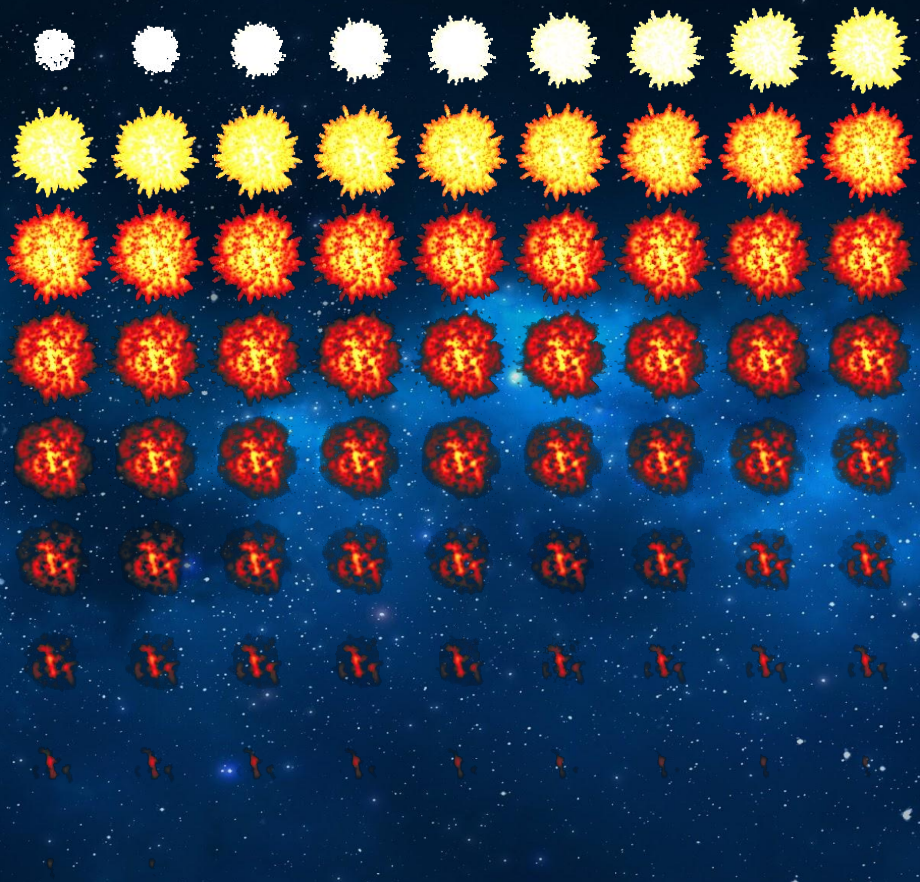
Lighting



Lighting - Danger mode (when the boss coming or the life bar for hero is low)



Particle System



Animated Final Boss

Boss Projectile

2 Cameras: Final Scene Dialogue

Win - destroys enemies without perishing -

YOU ARE THE CHAMPION,
YOU HAVE SAVED THE UNIVERSE

Lose - perishes

You're a person of rare intelligence.

It's rare when you show any.

Requirements 1:

- ❑ Support 3 Scenes
  - ❑ Level 1 scene, win scene, lost scene
- ❑ Appropriate game complexity
  - ❑ 3 object types: Game unit, projectiles, scene object, background, life bar
  - ❑ Hero, enemy, dead enemy, other enemies, boss,
    - ❑ asteroid, missile, fireball, laser, hadouken
  - ❑ Per-pixel collision detection: with hero and enemy
- ❑ 2 Camera views: 1 camera throughout gameplay, but 2 cameras during dialogue with final boss
- ❑ Object Behavior: Some enemies behavior include chasing the hero (rotate towards), some have their specific move pattern; boss moves and attacks are randomly selected

Requirements 2:

- ❑ 5 lights, with all three types (point, spot, directional)
  - ❑ Direction lighting used for ambient lighting, and Danger lighting (animated)
  - ❑ 2 Spot lights used to highlight Hero and Boss appears
  - ❑ 2 Point lights used to emphasize projectile based attacks(animated)
  - ❑ Asteroid object with normal mapping
- ❑ Particle System
  - ❑ When the enemy is hit, a particle explosion will appear
  - ❑ Particles used to create rocket like effect on projectile
- ❑ Interpolation
  - ❑ interpolate the hero movement changes