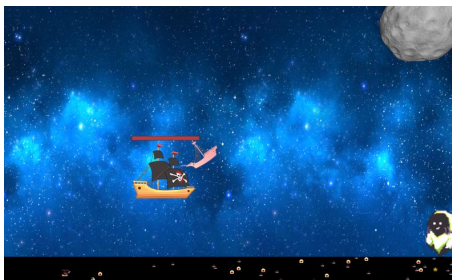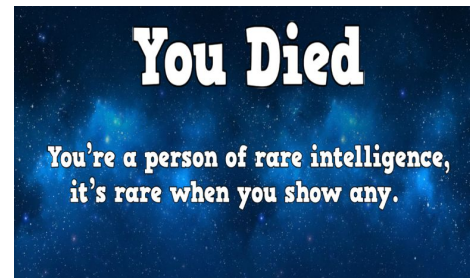# The Space Shooter 2015

Team JAM:
Jonathan Earl
Alan Nguyen
Michelle Jin

Requirements: 3 Scenes
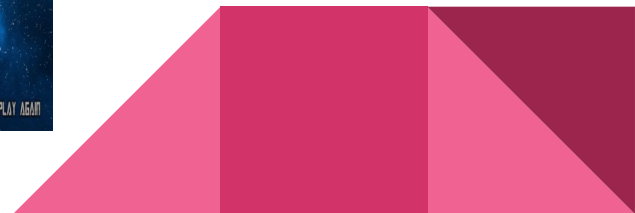

Start

Flesh

Lose

GameOver

Win

Game complexity: objects

- At least three different types of game objects (different behaviors)
  - Enemy: Ghost, Chase, Grenade
  - PowerUp: ShotGun , BigShot, Shield
  - Hero: PirateShip
    - Can move (W,A,S,D, interpolated), shoot(spacebar)
  - Projectile
- At least 10 game instances of objects in the scene
  - Around 100 are generated throughout the main game, no accounting for projectiles
- At least one inter object collision being clearly per-pixel accurate
  - We use per-pixel collision exclusively
  - between hero and Powerup, Hero and enemy, projectile and enemy
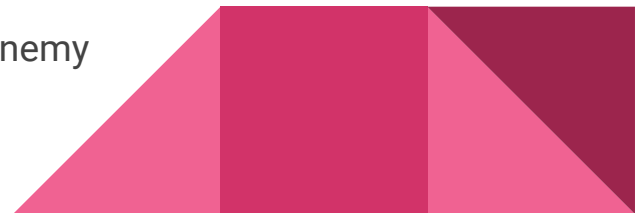
2 camera views
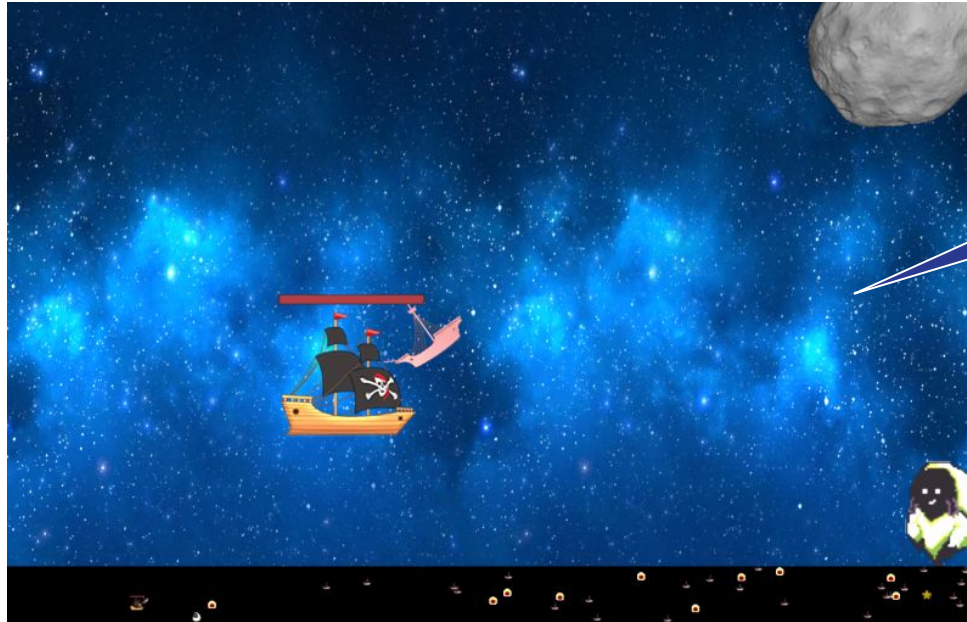
Behavior: inter-object

- Feature the use of Interpolation utility object:
  - Hero movement is interpolated, to give movement a floaty space effect
- Feature the use of chase or rotate away
  - Enemy ships chase and rotate towards the hero
  - PowerUps will move in a pseudo-random direction and "bounce" off the sides of the screen
 - PowerUps spawn with random chance on death of enemy boats

Lights

Five total lights where at least one light source from each type:

    a. PointLight highlights the end of the Game
    b. Animated Point Light to highlight the projectile object
    c. Animated Point Light create a consistent sunlight on Asteroid
    d. Animated Spotlight Creates the shield effect on the hero
    e. Animated Directional Light to create the Danger Mode

- At least two of the light sources must have parameters that are animated
  - yes
- Normal Map:
  - Asteroid

Three Person Team: Particle System
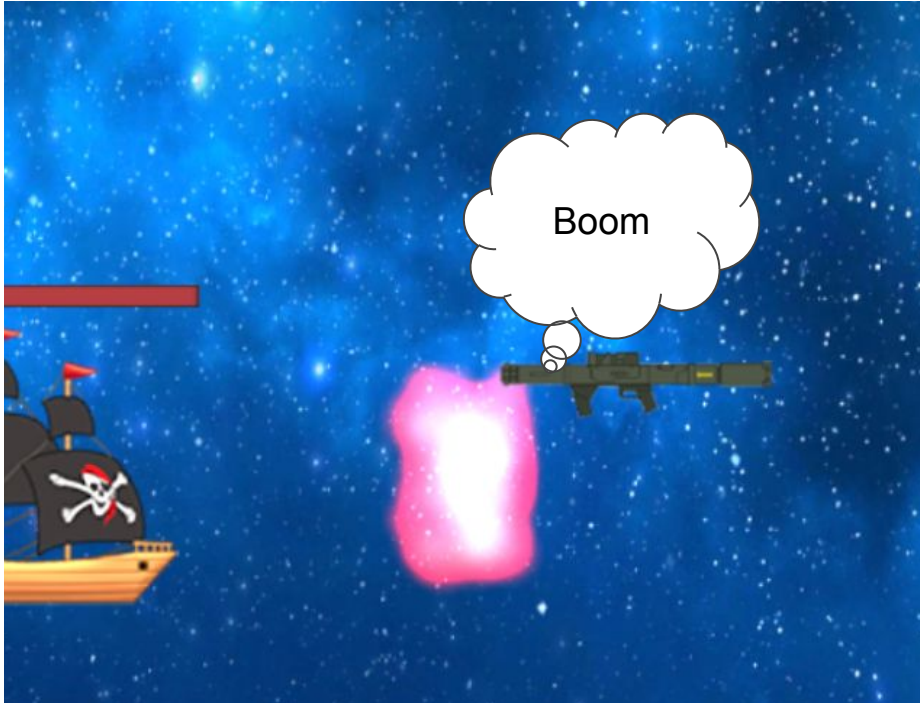
- Particles
  - emitted from contact points of projectile with enemies
  - Choose a random Y velocity and random -X velocity

Meaningful Game

This game is intended to be a simple, and fun game.

We have learned a lot about game development.