Shooter Gunner Game Ultra Edition
Team 7 Project

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http://www.photonstorm.com/tags/shoot-em-up

Description:

Shooter Gunner Game Ultra Edition is an older style "Shoot 'Em Up" game with fast-paced action and movement. You play as a small spaceship trying to pass through each level without taking damage. On your mission you will face many challenging enemies with no hesitation to shoot on sight. As the game progresses you will obtain upgrades based on the amount of points gathered on each level, once reaching enough, you will be given an upgrade to your armory.

This game takes inspiration from classic-style shooting games with simplistic design and mechanics. Games such as Galaga and Zanac are large inspirations for this type and style of game. Additionally, this game takes from the "asteroids" game framework that gives basic shooting and movement as well as collisions. The game will have a final boss at the end to test your skills as you progress as well as endurance.

Technical Specs:
- Coded using C++
- Utilizes the OpenGL graphics framework.

Design:
- 2D sprite based graphics.
- Score System to measure your skill and compare with others.
- Upgrade your weapons to unleash devastating attacks.
- Battle a large variety of enemies.
- Dodge complex arrays of projectiles.
- Visible hitbox for precise gameplay.
- Limited use bombs for screen cleaning.

Control Scheme:
- WASD/Arrow key controls
  - W - Up
  - A - Left
  - S - Down
  - D - Right

- Z - Shoot
- X - Bomb
- Shift - Precise Movement.