



SPACE SHOOTER

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Overview:

Space Shooter is a game inspired by retro STG games. The player enters a 2-dimensional world that resembles space and quickly takes control of a spaceship. As you navigate through space, enemies start to fly at you and all-out chaos ensues. You quickly start shooting at the enemy ships. As you reach new levels you gain temporary powerups and increase max health. As you take down ships your score increases.

The goal of this game is to survive for as long as possible until you reach home. Can you reach home or will your journey end in space?

Technical Requirements:

- C++ Programming Language
- OpenGL Graphics Framework
- Keyboard/Mouse Input
- Linux environment

Product Features:

Design

- 2D Artwork
- Default Background
- Different Types of enemies (4+ unique enemy artwork)
- Design Artwork for Power-up items

Physics

- Projectile collision involving players and enemies
- Collision detection for player
- Animations based on speed and movement

System

- Health Indicator (Starting Health = 100)
- Lives Indicator (Starting Lives = 3)
- Score Indicator (Starting Score = 0)
- Audio
- Top 10 High Score Ranking (Input name)
- Pause System
- Enemy System (Mobs and Bosses)

Control Scheme:

Menu Navigation

- W/A/S/D or Arrow Keys
- Mouse Control
- Enter or Spacebar

In-Game Controls

- Choice of keyboard controls or mouse
 - W/A/S/D or Arrow Keys
 - Mouse control

Primary Goals:

- Start screen and game over screen with highest scores displayed
- The score displayed on the corner of the screen
- Power-ups (i.e. high fire rate, invincibility, items, etc.)
- 3 Different Weapon Types
- Enemies get tougher to beat as score increases

Stretch Goals:

- Endless Rounds (Difficulty of levels increase each round)
- Diverse types of audios (when shooting)
- Ship upgrades after reaching a certain score/level
 - Increase in Health

Division of Labor:

- Daniel Josep
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- Enrique Tapia
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