

Space-Wars



CMPS 3350

GROUP #5

Sam | Jacob | Nathan | Juan | Raul

Overview:

In this 2-D game the player is a part of the organization Space Force and is tasked to defend the Milky Way Galaxy from alien invaders. This game is heavily inspired by Tomohiro Nishikado's game Space-Invaders.

Although this game takes inspiration from Space Invaders, it will present other elements that separate it from any other space game. Said elements are still pending...

Technical Requirements:

- Program language C++
- Open GL graphics
- Asteroids's Framework

Product Features:

- Menu
- Increase difficulty as player advances
- Graphics
 - Spaceship
 - Alien ships
 - Bullet graphics
- Different gun attachments
- Credits

Control Scheme:

- Keyboard Inputs
- Mouse

Potential Goals:

- Highscore board
- 3 different difficulties for alien ships
- 3 different gun attachments
- Added Lives