City Defender

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Overview:

Drones are taking over the city and your character, a robot, is the only one who can stop it. Defend the city by shooting a variety of drones showcasing various attacks and damage. Destroy them by aiming your laser and shooting. This will be a Galaga inspired arcade game with a twist.

Technical Requirements:

- Programmed in C++
- Graphics with (unity and/or Open GL)
- Start with a program framework (provided by Gordon)

Game Features:

- Starting Menu
- Options for different backgrounds
- End screens for failing and winning
- Health Bar
- Sound effects/music
- Many attackers
- Health Powerup Drone

Game Controls:

- Movement by either AD or left or right arrow keys
- Shooting by using the space bar
- Menu selection with up and down arrows and enter

End Goal:

- Try not to get hit by drone attacks and beat the game by completing the 3rd level with HP left