

SPACE PATROL

CMPS 3350 - Final Project

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Overview:

In Space Patrol the user takes control of a spacecraft intertwined in an intergalactic war between the inhabitants of galaxy 428 and the Terrel Corporation. Terrel has funded the occupation of many planets in the solar system in an attempt to exploit its most precious resource, large deposits of Triloxeride. Triloxeride is a rare and coveted nuclear isotope that is used as fuel in the company's experimental weapon system, powerful enough to cut through a planet's crust. The resistance will stop at nothing to stop Terrel from destroying their homeworlds and obtaining the last piece they need to attain total control of this quadrant of space.

Technical Requirements:

- C++ Programming Language
- OpenGL Graphics
- Asteroids Framework
- Background Framework
- Collision Detection for enemies interacting with player
- Health point tracker

Product Features:

Weapon Power Ups - Weapon power ups will increase the firepower of the ship making it easier to kill enemies.

Boss characters - Boss fights will be included in the game at the end of each level. These characters will be diverse and will allow team members to create outlandish and interesting sprites with unique weapons and movement patterns.

Enemy Movement - Each enemy will have their own attack pattern and movement patterns to provide some depth to the game.

Scoring System - System to keep score of how well you are doing in the game and keep track of highscores.

Control Schemes:

The ship will be able to move in all directions using the w, a, s and d keys, but the orientation of the ship will be fixed. The style will be similar to other side scrolling shooters such as R-type. In addition the ships main weapon will be fired using either a left click from the mouse or a press of the space bar on the keyboard.

Potential Goals:

- Get the game to work
- Leaderboards
- Different map backgrounds
- Different types of enemy ships
- Difficulty modifier at a new game start.