Deep Impact!

Shooter

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CMPS 3350
Project Proposal

Overview:

Deep (Space) Impact is designed to be either a top down space shooting game like Galaga or a side scrolling shooting game like Metal Slug's tank sections. The objective of the game is to avoid enemies and their projectiles while shooting them with your ship's own projectiles.

The game is inspired by various shooting games like the aforementioned Galaga and Metal Slug and others ones like Geometry Wars.

Technical Requirements:
- Programming in C++
- Asteroids OpenGL framework (Possibly)
- 2D graphics
- Keyboard and Mouse Input

Control Scheme
- WASD controls, W(up), A(left), S(down), D(right)
- Arrow controls
- Click or space to shoot

Not Finished / In Progress