Game Design Assignment #3 – Create your own scrolling shooter

You are going to make your own scrolling shooter game, using the skills and abilities learned through the first two tutorials. You can choose your own grade here – I’ll give a (not exhaustive) list of components along with what they are worth, you can pick whatever you’d like to add to make your game awesome.

Basic rules:

* The 1945 tutorial was a vertical scrolling game. This game will scroll horizontally.
* You can set the size of the room to anything you like, but the default setting of 640x480 is not bad.
* The number of lives, health system, and scoring is up to you.
* You may reuse some of the sprites and sounds from the first two tutorials but you MUST use at least three new sprites (either something you found on teh interwebs or something you drew)
* *Your score proposal is due by end of class Wednesday, 9-18, the assignment will be checked end of class Wednesday, 9-25*

**Score components:**

Basics (those in the box are required)

* A functional ship that moves in all four directions and can fire a weapon 15 points
* A room that scrolls horizontally with interesting objects in the background 10 points
* A panel showing number of lives, amount of health, and score 15 points
* At least 3 types of enemies that do different things 10 points
* Accurate effects for collisions – bullets disappear, explosion animations, etc. 10 points
* Sound effects for bullet collisions and ship collisions 5 points
* Background music 5 points

Advanced

* Power ups that restore health and/or lives 5 points each (2 max)
* Power ups that add new types of weapons (laser, flamethrower, shotgun, etc) 5 points each (3 max)
* Bosses that are much more difficult than regular enemies 5 points
* Ability to make your ship move at different speeds – like a boost function 5 points
* Difficulty settings – clickable at start of game, with clear differentiations 5 points
* If you can think of any others that I approve…. Up to 10 more points