CS 111 Project 4: Space Invaders

Due Friday, December 2

For this project, make a game similar (but not identical to) the old classic Space Invaders. This should be your own take on the game. It must satisfy a few basic requirements:

1. The player must control a ship (or other object) which is capable of moving, and shooting at hostile objects.

2. The hostile objects must be capable of moving and shooting back.

3. At least two types of hostile objects must be created.

4. There must be destroyable objects in the room which will block projectiles from both sides, and show damage as they are destroyed. These objects must take more than one hit to destroy, but it is not required that they change after each hit.

5. A means of keeping score must be present.

In the original game, the invaders speed up as more are destroyed. This behaviour is fairly easy to implement by checking to see how many instances are left and setting an appropriate speed. It is optional for this assignment, seeing it may not fit into your vision for the game. Google Images can be an easy way to locate appropriate sprites.

For more information about Space Invaders, visit the Wikipedia entry at:

http://en.wikipedia.org/wiki/Space_Invaders

For full credit, your project must be a complete game! An "A" grade will only be assigned if your game is complete, functional, and can be played.