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Overview

Create an arcade game similar to a carnival-style duck shoot game. Our game will have aliens as targets instead of ducks. The objective of the game will be to rack up as many points as possible. A restriction posed on the player will be to avoid killing humans, which are friendlies. If the player kills three humans, the game is over. The game will be survival style, meaning there are no levels. As the game progresses the speed and the amount of friendlies will increase to make the game more difficult. The rainforest framework will provide us with a proper setup as well as the background capability and mechanics for the “bigfoot” appearance. The asteroids framework will assist us in setting up our shooting procedures.
Idea came from duck shoot carnival game (shown above)

**Requirements**

- Track mouse movement to aim, left click to shoot
- Use of multiple sprites for enemies and friendlies
- Platforms for enemies to pass by, as well as a weapon platform for the gun
- Laser gun, which is fixed at the bottom center, that follows the mouse cursor for aim
- Power ups
  - Special item to shoot that stops the motion of the game for an allotted time, allowing the player to earn bonus points
  - Special item to shoot that converts all humans to aliens for an allotted time, allowing the player to earn bonus points
- Background
- Start menu
- Sound effects
- Soundtrack
Points

- Add points for every enemy down
- Subtract points for the first human casualty, subtract even more points for the second human casualty, game over on the third human casualty

Rough idea of project. Actual project will have 3 rows, not 2.