# Assignment 2 – Shmup

**Total Points: 100**

Create a game of the Shoot ‘em up, or ‘Shmup,’ genre. Some good examples include the classic Asteroids, the arcade game Galaga. You could extend it into the ‘Bullet Hell’ genre if you are brave…?

**You can study and refer to things we have done in class or tutorials online, but this must be your own unique game.**

At a minimum, it should have:

1. 2 Scenes: A menu scene (title, your name, a button for playing, and a button for exiting), and the game scene. **(10 PTS)**
2. A player-controlled object that can move. It should not be able to move off the screen. You can choose if you want the camera to follow the player or if the player should wrap from one side of the screen to the other. **(10 PTS)**
3. Enemies or obstacles the player must avoid. They should move on their own and damage the player if they collide with them, but they shouldn’t kill the player in one hit. **(10 PTS)**
4. The ability to shoot and destroy oncoming enemies. Firing shouldn’t happen every frame. **(10 PTS)**
5. At least one sound effect, for example when you shoot, and simple background music. **(5 PTS)**
6. An active (changing) UI element like a score or timer presented to the player. **(5 PTS)**
7. At least 1 additional mechanic designed to make the game harder. For example, a unique type of enemy, limit to how much you can shoot, time limit, etc. Make sure the player knows about it somehow. **(15 PTS)**
8. At least 1 additional mechanic designed to make the game easier. For example, a weapon upgrade, shield, special ability, etc. Make sure the player knows how to get and/or use it somehow. **(15 PTS)**
9. A way to win. Winning should return you to the menu screen. This can be getting a certain number of points, reaching a goal location, beating a boss or all enemies, surviving some amount of time, or anything else you think of. Be creative, ‘Points’ don’t have to be simple arcade-style numbers; they can be seconds survived in battle, number of invaders defeated, number of civilians saved, etc. ‘Shooting’ doesn’t have to mean using guns – it can be shooting love letters at passerby or throwing fish at sharks to keep them from eating you. **(10 PTS)**

You may use any assets that are provided in class, from a Unity Asset Package or Starter Kit, or on the Unity Asset Store, that you find online (provide a link), or that you make yourself.

Write a paragraph or two about the story or lore behind your game. Even if it is not explicitly presented in the game itself, you want to have some idea of your game’s background as you go to inspire your design process. Include as a MS Word or as a screen in the game. **(10 PTS)**

**N.B.: Non minimized projects will receive a 5 PTS penalty.**

**Minimize** your game and then submit to MUOnline as a compressed (.zip) file containing your project.

CIT340\_*LastName\_FirstInitial\_*A2.zip