

Space Pirates



A 2D Space Adventure Shooter Game

CMPS 3350

David C., Billie, Mihail, Justin, Juancarlos

Overview:

- As a new pirate, you seek fame and power but you are far too poor to even be noticed until you find a clue that leads to some mysterious planet of untold treasure, stirring you to act quickly, lest you lose out on the claim of a lifetime.
- Space Pirates is a two-dimensional space adventure game where players navigate their pirate ship through the cosmic sea in search of treasure while managing and collecting supplies, dodging asteroids, and looking for the treasure planet.

Design Requirements/Features:

- Moving pirate ship along a 2D plane
- Resource management bar displaying ship integrity (health), fuel, and oxygen.
- A compass to help user navigation
- Sound effects/Music
- Menu view (Intro, Interlude, and Outro/Death Screen)
- Collect Resources animation and update Resource Management bar
- Moving Asteroids
- Floating planets
- Shooting abilities
- Health bar for asteroids/enemies

- Animation for dying
- Animation for killing or destroying something.
- Entering/exiting planets
- Static background image

Stretch Goals:

- Enemies on Planets
 - Shops (upgrade ship, purchase resources)
 - Multiple ship Sprites
 - Game Saves
 - Background Color Shift
 - Animation for the background
 - Animation for entering and exiting planets
 - Animation for collecting resources
 - Multi-layer background with hue shifting
-

Controls:

- **Keyboard:**
 - WASD to Move
 - E to Interact
 - Space to Fire
 - Esc to return to the menu
- **Mouse:**
 - Track vector from the center of the ship to the mouse
 - Left Click to Fire

System Overview:

- C++ with OpenGL Legacy
- OpenAL For Audio