Space Busters

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Overview:
Our game is a top down space shooter that takes inspiration from the flash game Bubble Tanks. The player can select from a list of playable alien characters as they battle for survival in vast space. In the main mode, players must blast through waves of enemy ships and astronauts while also destroying asteroids to collect valuable materials to increase HP. Main mode introduces an infinite level profession system, where players must eliminate a set number of enemies before advancing to the next level and a player's game ends when they run out of health. In the boss mode, players battle against the ultimate enemy that has heightened strength and health. As players progress, they can upgrade their aliens and evolve into a more powerful space force.

Space Busters will incorporate elements from the bubble flash game and the asteroids framework, including the camera view mechanics when moving on the map and destroying the asteroids to collect HP from broken fragments.

Technical Requirements:
- Game loop and logic programmed in C++
- OpenGL graphics
- Implement asteroids framework as baseline

Controls:
- WASD for movement and aim
- SPACE for shoot
- Shift for speed boost

Design Features:
- Title screen and menu to choose game mode: main mode or boss mode
- HP in health bar increases when asteroids are shot and its pieces are picked up
- Score system - based on infinite play; have to destroy a certain number of enemies to complete the level (i.e., have to destroy 30 enemy ships and astronauts to move to next level)
- Avoid enemies and obstacles to prevent losing health
- Choose between different alien characters

Stretch Goals:
- Game soundtrack
- Customizable weapons/utility
- More levels that increase in difficulty
- Multiplayer