


1. **Title:** Duel in the Sky: Arial Showdown
2. **Assets:** 2D Modern Military Aircrafts by ZeusGameAssets (itch.io), Bullet | Pixel Art Maker, we will be using the credit button and play button from the flappy bird game
3. **Story:**
  - a. **When the game starts:** it will go to the game landing page. The game landing page will include the title, play button, and the credit button
  - b. **When the user clicks the play button:** they will be transported to the battlefield and fight enemies the player spawns on the left side of the screen. There will be a 2 second cool down and the enemies spawn on the right side
  - c. **Game description:** Your plane is stranded in the middle of nowhere. ...All of a sudden dozens of planes come headed towards you. There will be a total of 5 rounds and each round will become progressively harder, and at the last round the BOSS appears(The BOSS is bigger than normal planes and does way more damage.). The Boss spawns regular planes for backup when he hits 40 health. If you beat the BOSS you are the champion of the sky. But if you lose, sorry you are a loser.
  - d. **Round 1: there will be 3 enemies that will have a speed of 2**
    - i. **Round 2: there will be 5 enemies that have a speed of 4**
    - ii. **Round 3: there will be a 8 enemies that have a speed of 6**
    - iii. **Round 4: there will be 12 enemies that have a speed of 10**
    - iv. **Round 5: there will be a boss and the speed is 4. But the backup enemies will have a speed of 6**
  - e. **Game Controls:** up arrow, down arrow. Bullets will be shot using the spacebar. The big bullet aka the missile will be another special attack. The big does 4x more than a regular bullet dealing over 20 damage. It will show a timer for when you can use the big bullet on the top right of the game
  - f. **Power Up:** The power ups work by defeating one of the enemies. Lets just say that if you kill one of the enemies it will randomly drop the power up. It will drop down to you and you can collect it by moving the plane to it
  - g. **How to end the game(How to win):** defeat the boss and the other enemies(to defeat the boss you need to keep shooting at it until it's health is at zero
  - h. **How to lose in the game:** if you lose all your health by getting hit by the enemy bullets.
  - i. **What happens when the game ends: if you lose, it will go to a game lose page, and if you win it will go to a game win page.**
  - j. **What shows on screen when playing game and When/Where:**it will show the score(top left), timer for the big bullet( top right), the enemies you need to defeat for each round

Explosion noises:  Explosion Meme Sound Effect (HD) - No Copyright! ( every time the player defeats an enemy plane which includes the boss)

### Background music:

▶ [Battlefield War Military Instrumental Music | No Copyright Background Music](#)

### Winning music:

[\[No-Copyright Music\] You're The Champion / Background Music for Video by MaxKoMusic - Free Download - YouTube](#)

### Losing music:

[Lost - Sad Emotional background Music No Copyright Music Free Sad Instrumental - YouTube](#)

## Project Planning Example:

### Due Date: November 9

8/31-9/7

- Finish Project Plan: Plan out what part of the project you will be doing each week
- Download all your Assets: ask your parents to buy them

9/7-9/14

- Add assets to your repository

9/14-9/21

- Background dragon birdie blue sky. ✓
- Find clouds images in [OpenGameArt](#) so you can make the clouds appear from top to bottom. ✓
- Load the background in the game class, which is called "class Plane\_Game" ✓
- Load the player in the game class, which is called "class Plane\_Game"
- Ezra - Make Player class
- Jayden - bullet class

9/21-9/28

- Jayden
  - Make Player class ✓
    - Load the player in the game class, which is called "class Plane\_Game" ✓
    - Add controls for the Player ✓
    - Make the player shoot the bullets ✓
  - Add the game landing page, game is session page, game win page, and game lose page modes to the config ✓
- Ezra
  - Make the bullet class ✓
  - Add the enemies for the game ✓
    - Create Enemy class (load image + animation) ✓

- Load into the Main class ✓
- Made cloud class ✓

9/28-10/5

- Ezra
  - Make Big bullet class ✓
  - Make the player shoot the big bullet ✓
- Jayden
  - Make the game landing page ✓
    - Show the credits and play button, make them both clickable ✓
    - Show the title ✓
    - If the play button is pressed start the game ✓
  - Resize the images of the bullet and the enemy ✓
  - For the Enemy class:
    - Remove the direction attribute if you're not going to use it ✓
- Make enemies move on the screen and shoot bullets ✓
- 

10/5-10/12


- Ezra
  - Make the boss plane class, which inherits from the enemy plane class (it doesn't. We changed this.) ✓
  - Add a score for when you shoot down enemies, show it on the screen.
- Jayden
  - Make the game win page ✓
  - Make game lose page ✓

10/12-10/19

- Ezra
  - Add a score for when you shoot down enemies, show it on the screen.
  - Fix Boss class
    - Movement still not really working
    - Make hitboxes Boss classes
      - Add group collides for any type of collision necessary
- Jayden
  - Make Power up/Shield class and show it in main
    - Find Shield assets?

10/19-10/26

- Jayden

- Finish the force field, make sure it works(we are changing it again. So when the player presses s it will clone itself and shoot bullets
- Ezra
  - Change the Player and Boss to have a set amount of health instead of dying instantly
  - Add the background music  and sound effects to the game
- If time:
  - Make a list of lists in config of the order/number of enemies per round
    - ex)
 

```
MONSTER_1 = 1
MONSTER_2 = 2
MONSTER_3 = 3

WAVES = [

    [MONSTER_1,MONSTER_1,MONSTER_1,MONSTER_1,MONSTER_1,MONSTER_1,MONSTER_1,MONSTER_1,MONSTER_1,MONSTER_1],

    [MONSTER_1,MONSTER_1,MONSTER_2,MONSTER_1,MONSTER_1,MONSTER_2,MONSTER_1,MONSTER_1,MONSTER_2,MONSTER_1,MONSTER_1,MONSTER_2],

    [MONSTER_3,MONSTER_3,MONSTER_3,MONSTER_3,MONSTER_3],
    [BOSS]
  ]
```
    - Make waves for the game

10/26-11/2

Add a new mechanic. A force field wall

11/2-11/9

- Finalize the game

Before 11/13:

- Find and add remaining sound effects
- Finish up last edits