

## **Assignment 2: Zaxxon**

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We are making Zaxxon Game based on the 1983 version of the same game.

HOW TO PLAY THE GAME: Start the game you need to click on the game to play.

### **CONTROLS :**

Shoot: Click on the mouse button

Up Arrow = Go Up/TiltUp

Down Arrow = Go Down/Tilt Down

Left Arrow = Go Left

Right Arrow = Go Right

**NOTE: Once the game starts, press the left mouse button while keeping the mouse on the screen**

### **ABOUT THE GAME**

We have 5 different levels in the game.

We have kept the player still and kept the background moving as though it will show to the viewer that the plane is moving. We have tried to make the game easier. There were different types of properties added to different object created by us.

WALLS: If we touch them we get destroyed in every case. We have made different types of prefabs for the walls for different shapes and we have to go through the walls. In between we can catch different health or fuel indicator.

HEALTH OBJECT: We have added health object in the game which can be used to replenish the health.

FUEL OBJECT: We have added fuel object which help us to replenish the fuel in case it get less. Once it finishes our game stops.

PLANE: If we touch the planes our health decreases. If we touch the bolt, then our health decreases which we can increase by catching the health bar spawned.

ASTEROIDS: There are different types of asteroid in the game. They are spawned randomly.

MAIN PLAYER: It moves up-down, left-right and shoot. If it touches anything it destroys it.

**NOTE: The Health Object is Yellow and the Fuel Object is Red.**

We didn't add the height bar because it was not needed by our game.

EXTRA CREDITS DONE:

- We have added sound effects and visual effects like explosion.
- Also we have added option to Restart the game.
- We have also used asteroids.
- We have spawned object to increase health and fuel.
- We created different types of prefab
- Different control behaviour for different levels



Score Text



Fuel Result Text



Game Over Text