

# Tiger Zaxxon

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We present you the remake of 1980's classic game "Zaxxon" in modern look. What would Zaxxon game look if it is made in these days. We only inspired from basic gameplay theme of Zaxxon and gave it a complete new look. We made it look as close to realistic world as possible. We added a lot of new obstacles in the game. While ensuring rich graphics and sound effects, care has been taken for performance and memory optimisation. The gameplay has a total of 5 levels and 3 different layouts.

## Features -

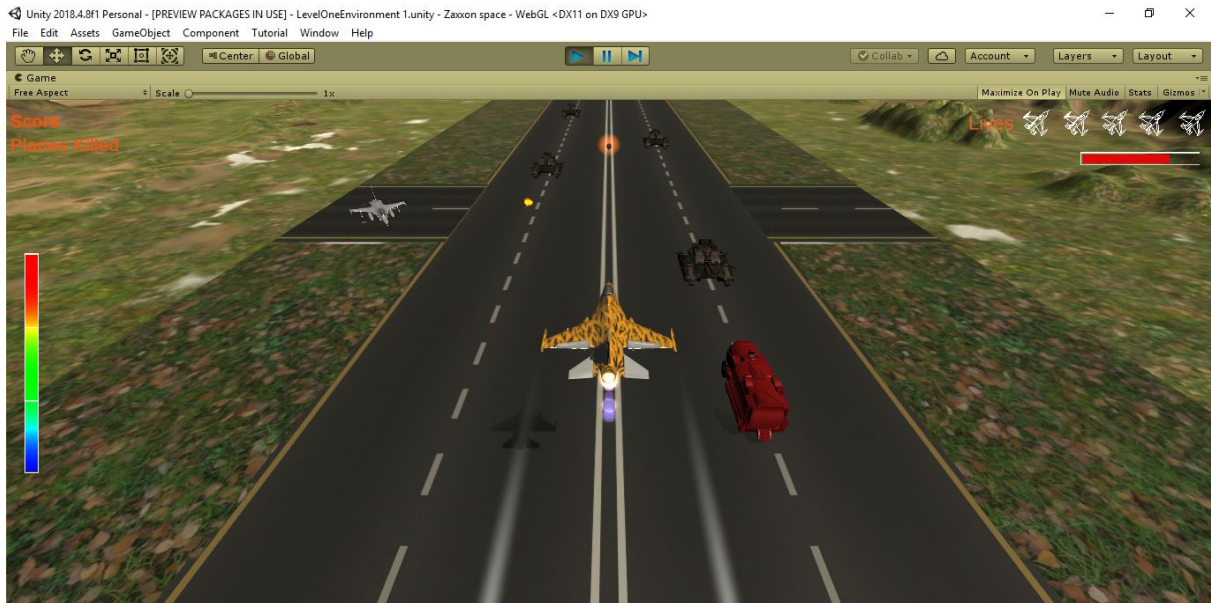
### Level 1 -

This level depicts zaxxon invading an enemy military base in hilly background. In this level, we have incorporated the features of Classic Zaxxon .

- Tanks - Military tank assets which shoots fireballs after every 2 seconds. On collision of the fireball with Player.  
*Destroy : 500 pts*  
*Penalty : 1 life*
- Enemy Planes - Stationary fighters jets of enemies.  
*Destroy : 500 pts*
- Horizontal tracking missiles  
*Destroy : 200 pts*  
*Penalty : 2 lives*

Petrol tanks : Refills entire fuel making fuel bar 100%

Mountains : Beautiful scene made from scratch without using any prefabricated asset.



## Level 2 -

This level is advanced phase of level 1 depicted in the same backdrop. This level is made slightly difficult by adding some other obstacles like flying helicopters and increasing game speed.

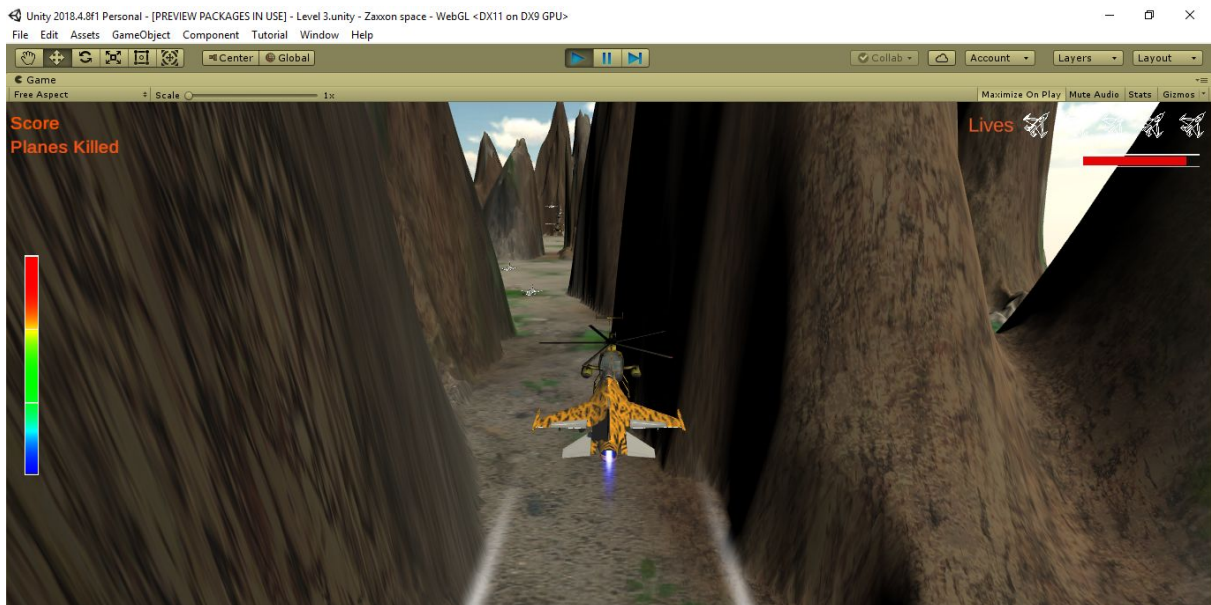
Level 2 contains  
Flying helicopters

Vertical missiles

## Level 3 -

Level 3 is based on new layout, a beautiful mountainous backdrop. Narrow valleys hide the line of sight of player making the game interesting and difficult.

This level contains flying obstacles.



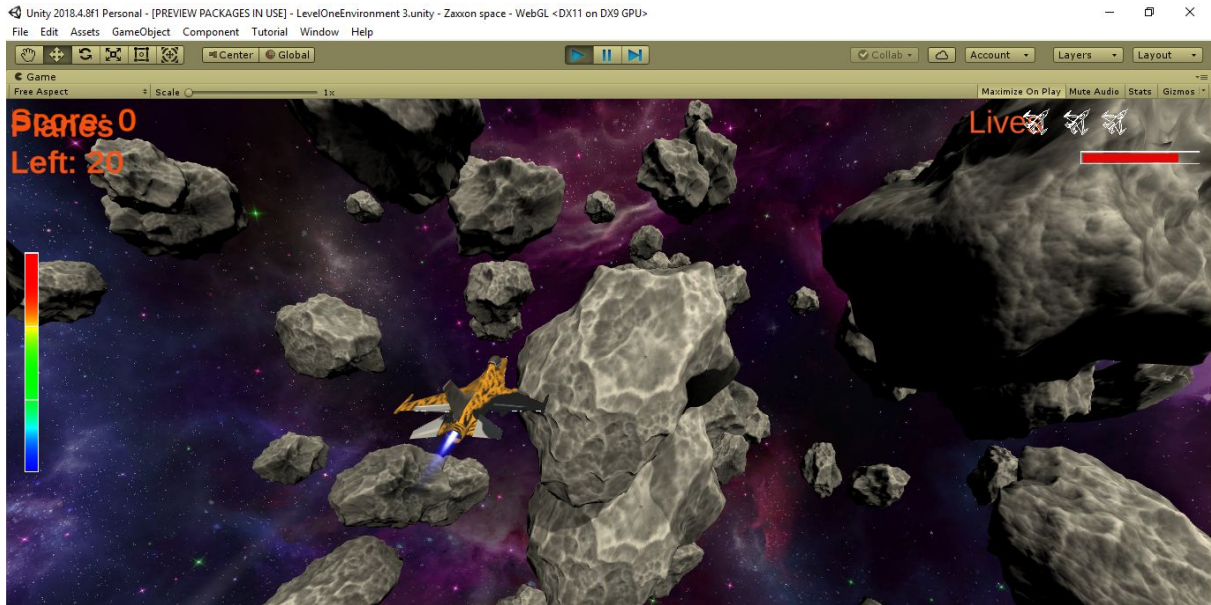
Level 3 has Shooting Fighter jets roaming in the sky and Attack helicopters.

## Level 4 -

Level 4 is uses a new layout which is based on a space theme. In this level Zaxxon encounters some Alien spaceships and asteroid world.

Level 4 contains Alien Space ships . Alien spaceships are some of the toughest obstacles of the game.

This level is welcomed by an Asteroid world, where Tiger Zaxxon needs to keep distance with them and he can't shoot those giant asteroids with his earth made rockets. Next obstacles are Alien Spaceships which are capable of doing coordinated air maneuvers.



## Level 5 -

Level 5 takes forward the game play of level 4. Level 5 is the toughest level of the game. Alien warships will be fighting with Tiger Zaxxon now in a more coordinated manner doing some difficult air maneuvers. Asteroids world will be coming in more often. If Tiger Zaxxon is lucky enough to survive all this obstacles, now it has a new grand obstacle i.e, BOSS SHIP.

Fight with BOSS SHIP:

Tiger Zaxxon needs to fight with a boss ship who is loaded with massive extra terrestrial weapons. He must at least shoot boss ship 20 times before he can be declared as winner of the game.

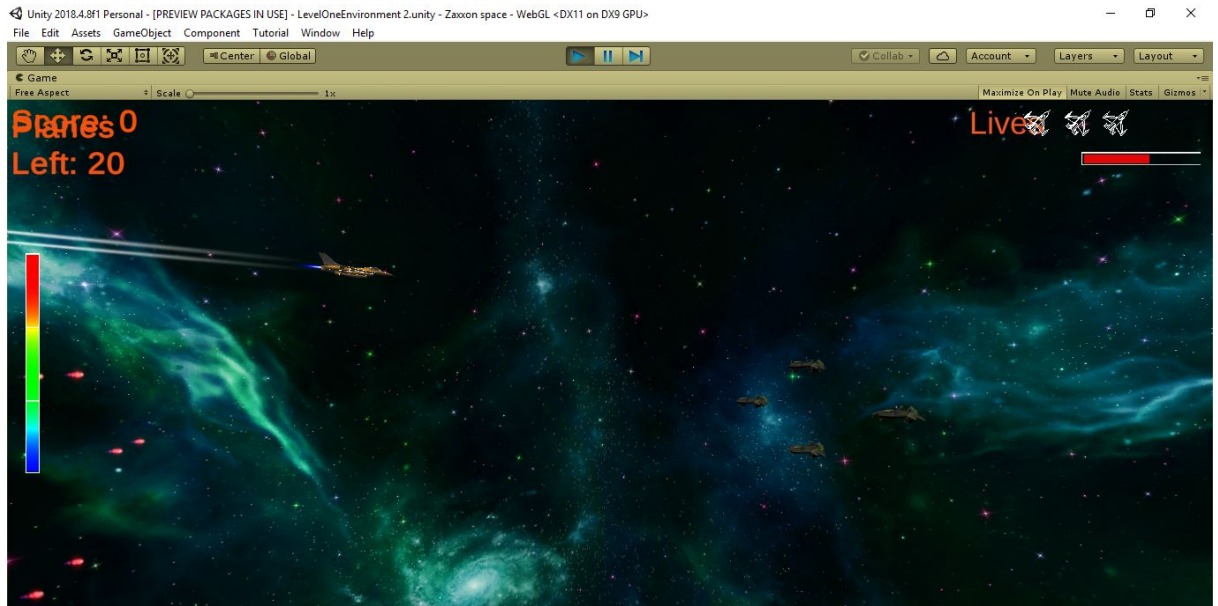
## **(Extra)Game Features:**

### **1. Multiple camera view points:**

We have added four cameras in the game on every level. Player has four choices to enjoy the game play. The four camera viewpoints are as follows:

1. Third person View
2. First Person View ( Cockpit view)
3. Side View(Isometric view)
4. Top on Zaxxon view

To change the camera view while playing the game - **Press 'C'**



## 2. Highscore tracking:

We have added a feature in the game to store and track the top ten high scores made by playing the game. After every game play player can store his score along with his name. We show a table of top ten high scorers along with their name.

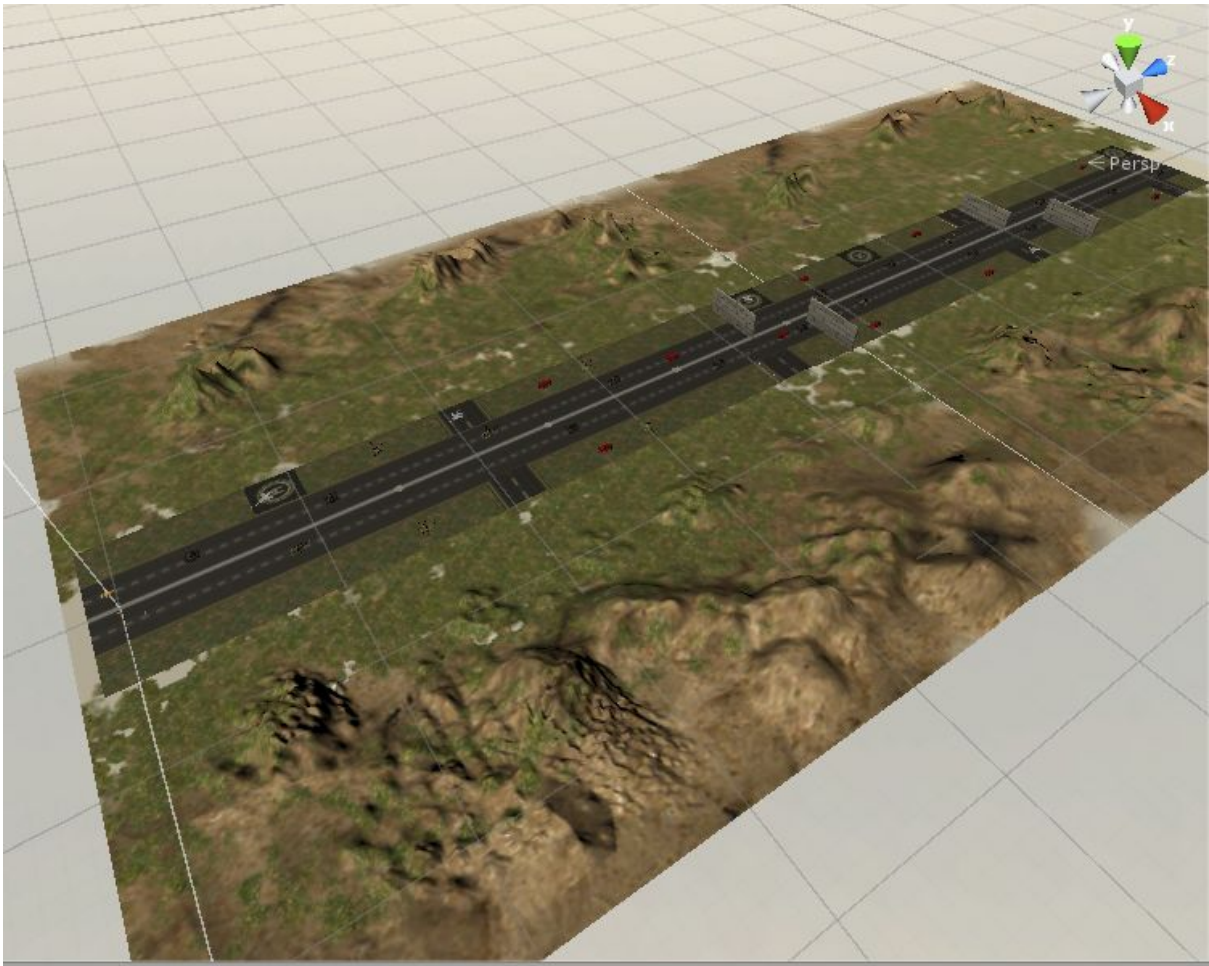
## 3. Pause, Resume and Restart:

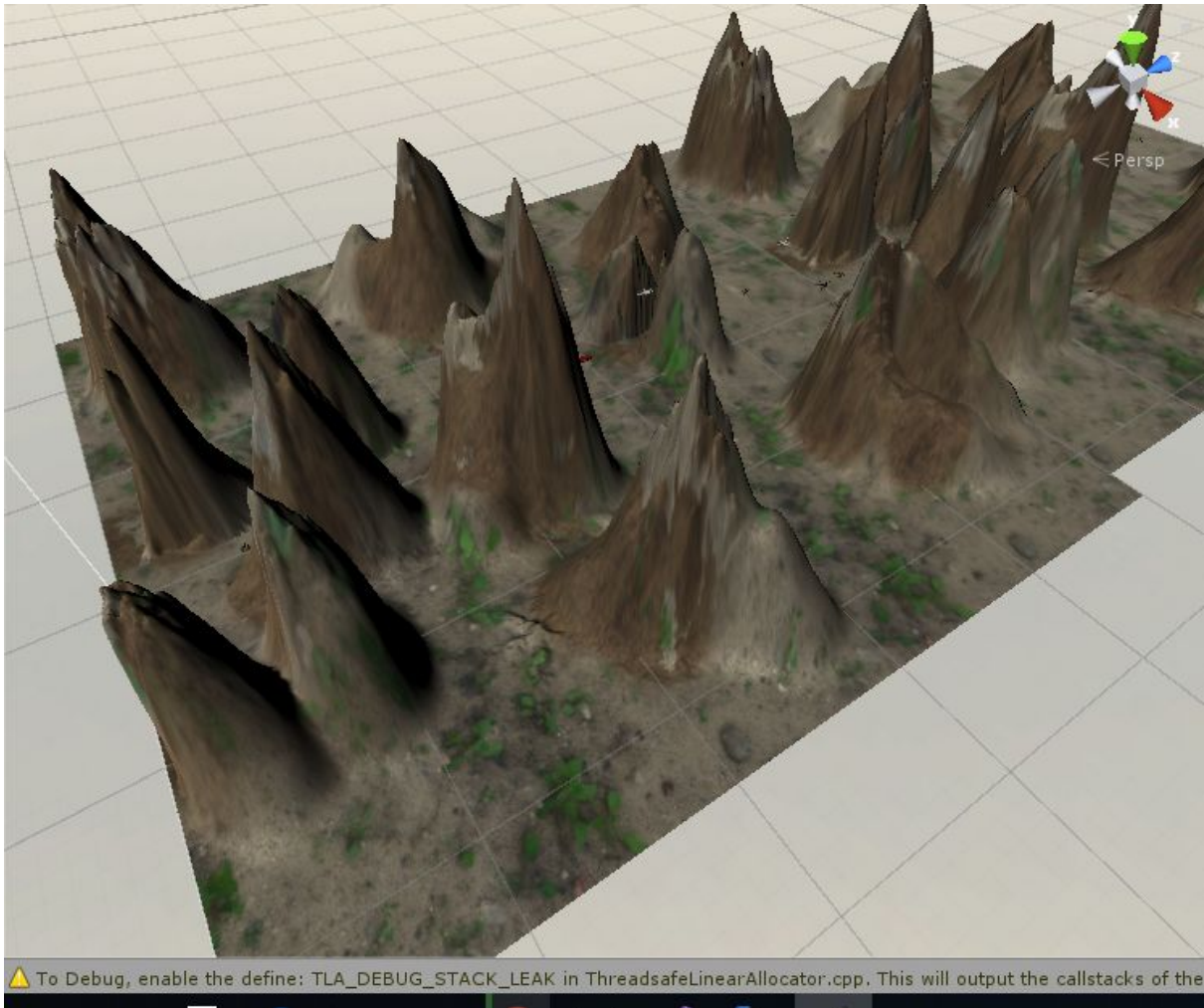
Implemented all the basic game play controls.

## 4. Three different Layouts

Designed Three beautiful layout environments by using terrain Object.







## **5.Memory and performance optimisation:**

We have used distance based object creation to reduce the memory consumption and objects are destroyed as soon as they pass beyond player or after certain time.

## **6. Rotating skybox:**

Rotating skybox give an impression of a dynamic sky and space environment