

CS 4237 Project Proposal

SPACE INVADERS

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Project Abstract

Games have become a big part of today's technology industry. The Blackberry device provides a very good platform for designing games. As part of this class, I plan to create a game that will simulate the original Space Invaders Game. The Space invader was originally an arcade game designed by Tomohiro Nishikado in 1978. *Space Invaders* is a two-dimensional fixed shooter game in which the player controls a laser cannon by moving it horizontally across the bottom of the screen and firing at descending aliens. The aim is to defeat five rows of eleven aliens—some versions feature different numbers—that move horizontally back and forth across the screen as they advance towards the bottom of the screen.

Strategy

This game will be primarily written on the Blackberry OS API 6.0, using the Eclipse Helios IDE and JRE 1.6.

Implementation Plan

The game will have the following specifications:

1. One Player game.
2. Provide a menu system.
3. Automatically generate droids that think and shoot.
4. Create a player droid that can shoot the enemy droids.
5. Enemy droids move at a certain rate and approach the hero droid.
6. If Enemy droids get to the hero droid the game ends.
7. Player gets 3 lives.