

6.111 Abstract

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Space Invader with a Twist

For our project, we want to create a single level arcade game. The game will increase in difficulty linearly with the score or a simple switch. The game will be based off Space Invader and will incorporate elements of the Duck Hunt game. In particular, we are interested in replicating the Nintendo Zapper Gun for the shooting mechanism of the game. We also want to use an accelerometer to control the directions and the speeds of the ship. In our game, we will have different types of enemies to provide challenges to the players. As stretch goals, we are thinking about a two players, better graphics, and multiple levels.