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S-Fight

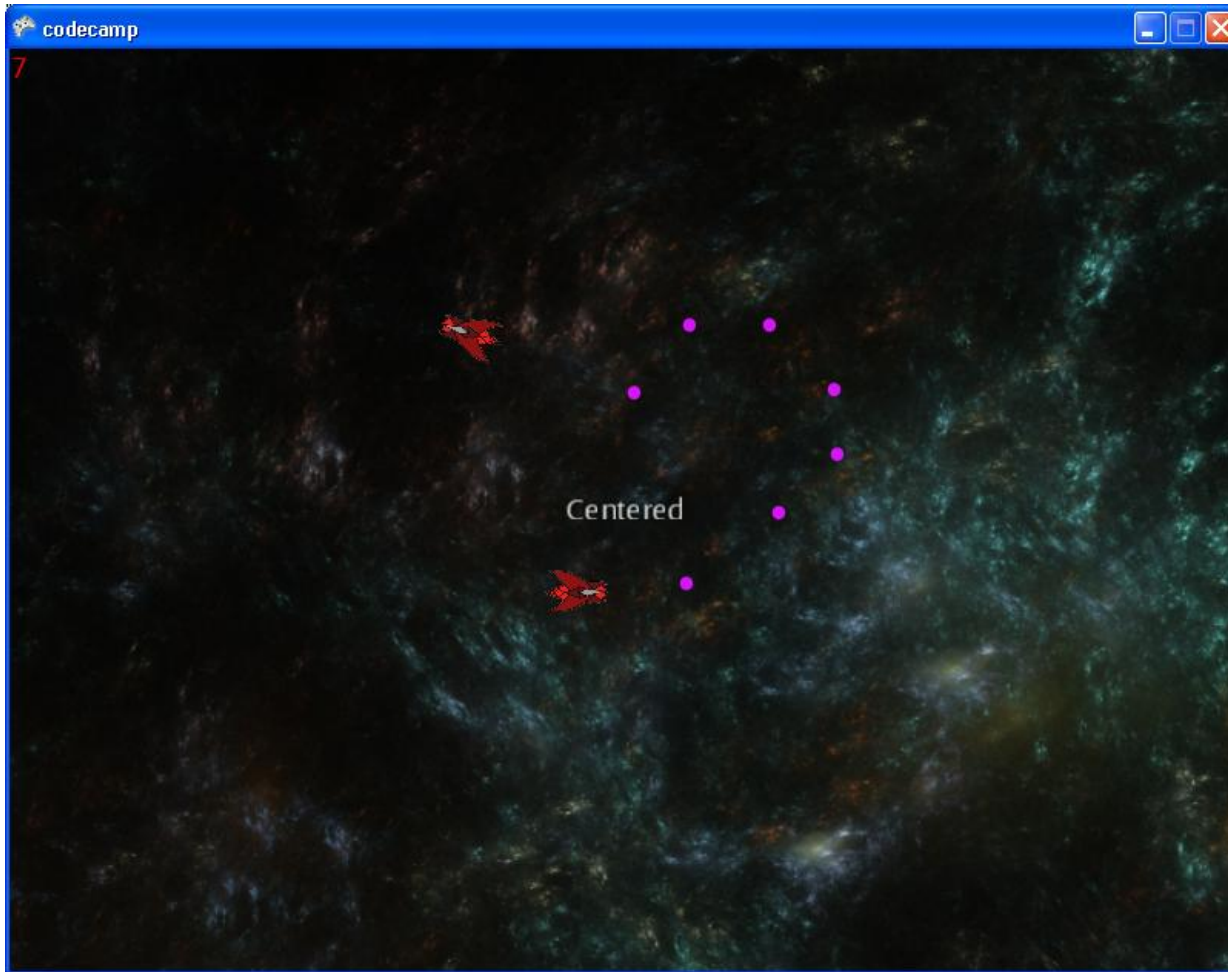
Overview

- 2D Space shoot'em up game
- Two players against AI
- Swarming enemies
- AI follows the nearest player
- Left thumbstick controls the ship, right one controls the direction of firing

Features

- Menu screen and game states
- Self-made textures and sounds
- Collision detection between ships
- Simple point counter
- Random spawning

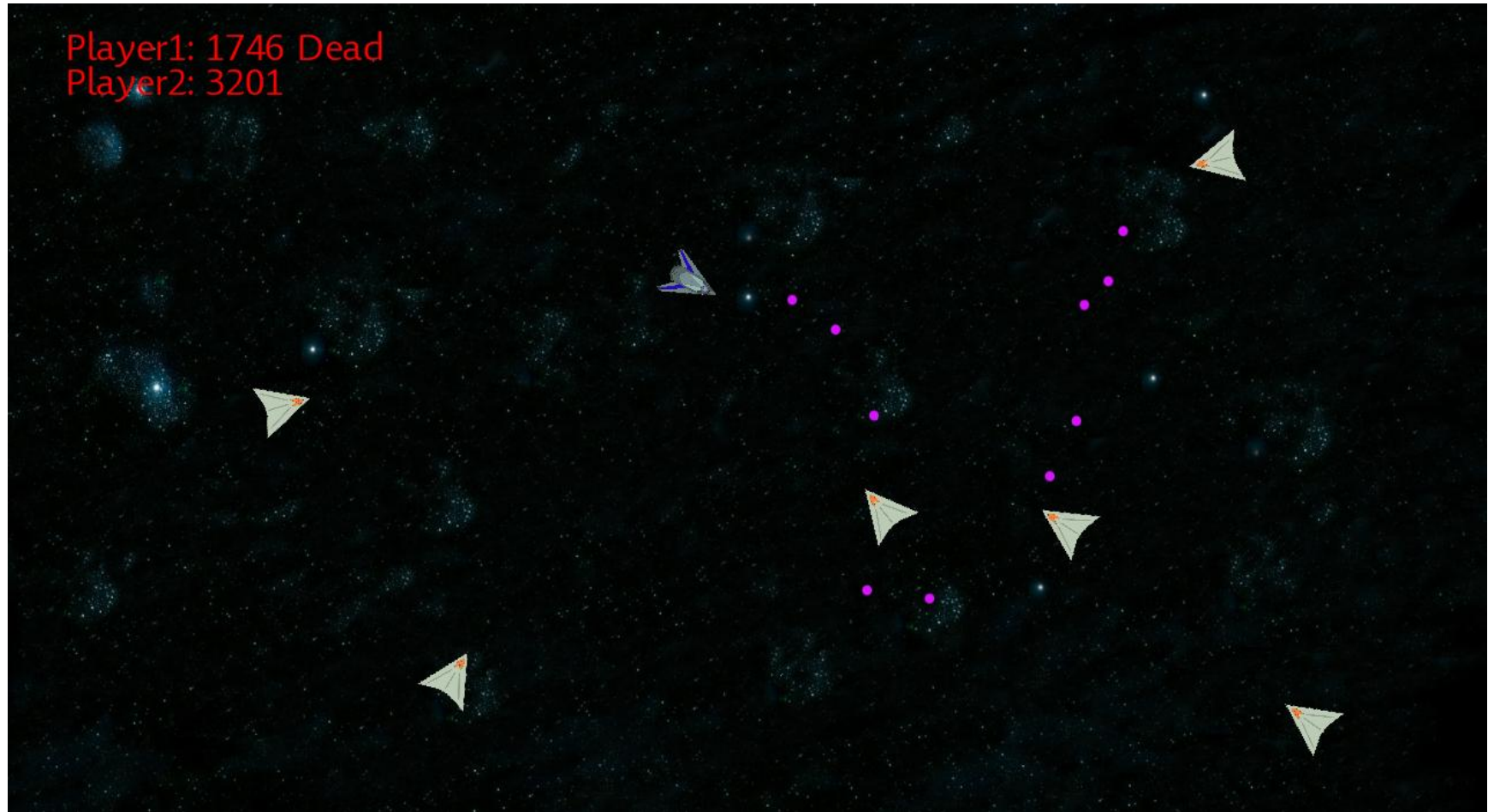
Screenshot from Tuesday



...and from the final version



...and from the final version



Unimplemented features

- Camera scrolling & zooming
- Different enemy types and weapons
- Power-ups
- Dynamic point counting and spawn rates (= Levels)
- High score list, networking, etc.

Conclusion

- XNA provides a very quick way to get started
- Garbage collector is your friend
- IntelliSense rocks!
- ...and planning is important