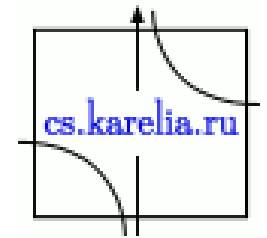


## Bug Killer

The team:

- Borovinsky Pavel
- Galov Ivan

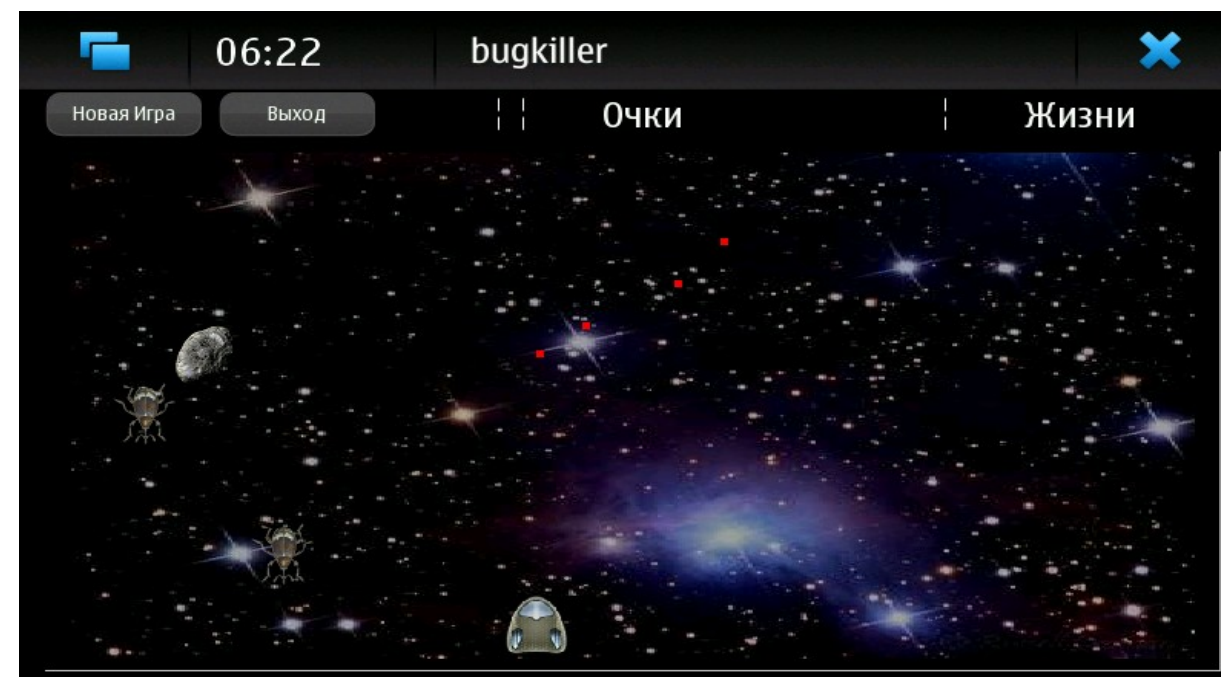


### Main project idea

It is a simple 2d arcade game.

A horrible disaster happened to the Earth. Thousands of bloodthirsty space insects attack the mankind from the deep corners of outer space. You're the Earth's last hope and you have a great mission - to repulse the attack.

The user is a pilot and he drives a small space ship.



The space ship is controlled with a keyboard or a mouse. Right arrow - to move right, left arrow - to move left, space - to shoot, also you can shoot by pressing the mouse button. Only ten bullets can be shown on the screen at a single moment of time, so you can't fire non-stop. You have 5 lives and if a bug goes down to the bottom of the screen, one life disappears. For each bug killed user gets a point.

This game is applicable for PCs and mobile devices. So you can play it wherever you want and experience pure joy of murdering vile insects.