**Final Project Proposal**

**Construct 2**

**BINUS UNIVERSITY**

**BINUS INTERNATIONAL**

|  |
| --- |
| **Student Information: Surname Given Name Student ID number**1. **Anderson Ricco Ricky. 2201796636**
 |
|  |
| **Class : L2AC Name of Lecturer(s) : Mr. Raymond Bahana** |
|  |
| **Major : Multimedia and Human Computer Interaction** |
| **Title of Assignment : Construct 2 Final project proposal****(if any)** |
| **Type of Assignment : Paper Date and Time of Visit : -** |
| **Submission Pattern****Due Date : 09-04-2019 Submission Date : 09-04-2019** |

# Plagiarism/Cheating

BiNus International seriously regards all forms of plagiarism, cheating and collusion as academic offenses which may result in severe penalties, including loss/drop of marks, course/class discontinuity and other possible penalties executed by the university. Please refer to the related course syllabus for further information.

# Declaration of Originality

By signing this assignment, I understand, accept and consent to BiNus International terms and policy on plagiarism. Herewith I declare that the work contained in this assignment is my own work and has not been submitted for the use of assessment in another course or class, except where this has been notified and accepted in advance.

Signature of Student: (Name of Student)

1 Ricky Anderson Ricco

**Introduction**

 So, for the final project my team consist of: Ricky Anderson Ricco, Eris Suryaputra and Vedro Suwandi. We are going to make an alien shooter game with a gun which can be upgrade from a drop of the monster.

**Gameplay**

 The game we can move the ship front to back and left to right and it will automatically shoot. But there is a special weapon which can be shoot using a special key and we can get the charges from the enemy drop. The enemy can drop special weapon or an upgrade weapon which can go more powerful and more powerful by getting the drop.

 There’s a level and each level has it’s own boss and it gets harder and harder and the weapon become more powerful and powerful. And there is life, the life will be decreased if we hit the enemy/collision or got shoot by enemy.