

Triage

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Puzzle/Obstacle Walkthrough Questionnaire Game

Overview:

You're a Firefighter/EMS going through obstacle course levels to reach their next victim and try saving their lives! Each level has a new obstacle which you will have to overcome in order to reach and make a decision on which patient to save, but be careful!

Design Requirements:

- Programmed in C++
- Graphics Package with OpenGL
- Program Frameworks (Walking2, car, car5)
- Pick up where you left off (Save game state)

Features:

- 6 Levels and 3 Cutscenes
 - Level 1: Introductory level which introduces simple mechanics like arrow key movement, jumping, and sprinting.

- Level 2: Can involve a new mechanic, maybe swimming or dodging vehicles on a highway.
- Level 3: Can involve more complex obstacles, such as moving entities or a turret shooting or time limit.
- Level 4: Ambulance level where you rush to the hospital and have to perform quick time events in order for the traffic lights to change green or make turns.
- Level 5: Motorcycle level where you must stop the van with the hostage.
- Level 6: Boss level where it can have you play as a first responding officer that has to eliminate the threat before they can save the victims
- Game Audio
- Easter Eggs
- Cheat Codes

Controls:

- Arrow Keys / WASD for Movement
- Hold Shift to Sprint
- Space to Jump
- Choose a Patient to Save by Pressing 1 or 2?