

Battle Instinct

Team

Alberto Acevedo | Sergio Benavides | Guadalupe Nunez

Overview: Battle Instinct is a two-dimensional 1 v 1 fighting style game inspired by well-known arcade melee games. Players will be competing against each other in matches to the death. Compete against the best to stand on top as the greatest fighter! Rely on your battle instincts to prevail!!

Game Inspiration



Mortal Kombat



Street Fighters

System Overview:

- Programmed in C++
- Graphics with OpenGL
- Sound with Open AL
- Sprite Animation
- AI

Features:

- Title menu

- Keyboard controls
 - Punch
 - High Punch
 - Low Punch
 - Jump
 - High Kick
 - Low Kick
- Sound effects during game play
- Health board of players
- Special attack meter
- Two player mode (?)