AF9

Ace Fighter Nine
By

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I. Overview

Group #9 is trying to immerse you into the world of what once ruled over all social clubs and social media, a time before internet was at the point it is now. Into the world of playing at your favorite arcade on a cabinet-style game that will hopefully fill your mind with nostalgia by introducing a Side-scrolling shoot-em-up style game introduced as Game #9.

II. Requirements

- C++ Programming
- Open GL Graphics
- User Inputs – (Keyboard and mouse controls)

III. Features

- Original Art
- Original Sounds

- Collision Detection
- Projectiles
- Enemies
- Nostalgic HUD and Start Menu

IV. Goals

a) Dynamic Background Scene

b) Dangerous enemies

c) Power-Ups

d) High Score Counter

V. Post-Completion Goals

a) Multiple Characters / Sprite

b) Map Selection

c) Cheat Mode

VI. Labor

Start Menu / Sprites / HUD creation and implementation - Andrew

Map creation - Alonso

Hitbox, Hurtbox, and Collision - Alexisis

Player and Enemy Movement - Diego