



Kreature Kombat

by

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Overview

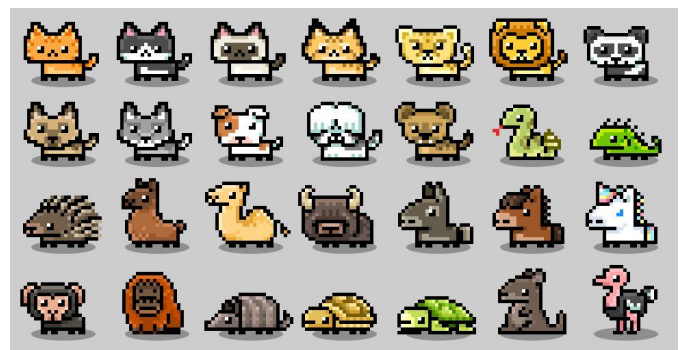
You begin your adventure when you arrive at your local shelter to adopt a pet. After choosing your pet your goal is to bring your new pet home... alive. Along the path home you will be presented with adversaries around every corner. Who could possibly be attacking you and your new pet? The only way to find out is to play! [ESRB +18]

Technical Requirements

- Programming in C++
- Graphics through OpenGL
- Linux Environment

Controls

- Keyboard controls
- WASD and/or Arrow Keys



Features

- 2D Objects
- Single Player
- Sprites
- Health Points
- Battles
- Story Transitions



Potential Features

- Loading Screen
- Multiplayer (2 Player)
- Health Bar
- Sound
- Cut scenes
- Mouse input



Division of Labor

- **Mabelle**
Physics and UI design
- **Brad**
Design (menus, sprites, etc)
- **Logan**
Backgrounds and level design
- **Oscar**
Score system and building objects