Monster Dash
2-D single player scrolling game

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CMPS 3350

Overview:
Normally, everyone would be afraid of you considering you are a monster. But the tables have turned and it's now your objective to avoid HUMANS like the plague. Jump through the woods to get to away from them! Make sure to watch those humans, their babies and vicious dogs.

Our 2-dimensional scrolling game is similar to Crossy Road and Mario Brothers but with a spooky twist. The objective of the game is to get as far as you can through the woods without colliding with the babies, dogs and forest articles. You can gain points by bouncing on the heads of and killing monsters.

Technical Requirements:
- Programming in C++
- Graphics with OpenGL
- Input
  - Mouse
    - Left click to jump

Product Features:
- Art
  - 2-D characters
    - Main
    - Supporting monsters
  - Obstacles
    - Babies
    - Dogs
    - Holes
    - Rocks

- o Sound effects and music
  - Ongoing music
  - Jumping, landing, dying, baby crying, an dog barking sound effects
- Physics
  - o Collisions with obstacles and monsters
  - o Jumping velocities and heights
    - Single click = small jump
    - Double click = high jump
- System
  - o Start Menu
  - o Distance displayed
  - o Instant kill when collisions with obstacles and monsters or falling into holes
  - o NPC's to avoid/collide with

Overall Goals:
- Incorporate two example games to get a centralized idea
- Jump level meter (increases with chosen jumps)
- Add more functionalities
  - o Different characters to choose from
  - o User can choose their speed/difficulty levels
- Improve graphics

Division of Labor:
- Angela:
  - o Art
    - Main character
    - NPC's
    - Obstacles
- Brian:
  - o Musical/sound effect components
- Gracelove:
  - o Start/pause menu
  - o Distance display
- Krystal:
  - o Instant kill
  - o Collision detection
- We will all work together on the larger components of the game.