

# Proposal for : Enter the “Pun”geon

## TEAM: SEG. FAULT

CMPS 3350



### Members

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### Overview:

Going to have a top down game that is like Legend of Zelda or Pokémon in which you control a pixel art character that goes around the environment. The idea is to create a game the encourages exploration with quests in the world to complete. You should be able to interact with on screen objects and use them.

### Technical Requirements:

- ◆ OpenGL
- ◆ Code using C++
- ◆ Character Art done in gaurav.munjal.us
- ◆ OpenAL for audio

- ◆ Map design: <https://gamedevelopment.tutsplus.com/>

### **Minimum Product Features:**

- ◆ 2D environment
- ◆ controls using wasd
- ◆ spacebar action-key to attack/interact
- ◆ quests to accomplish
- ◆ Open source
- ◆ Basic enemies

### **Potential Product Features:**

- ◆ Multiple characters
- ◆ Boss battle
- ◆ Multiple maps
- ◆ Houses you can enter
- ◆ Music/sound effects
- ◆ Dynamic enemies with AI
- ◆ Multiple items and weapons
- ◆ Power-ups
- ◆ Character Creation