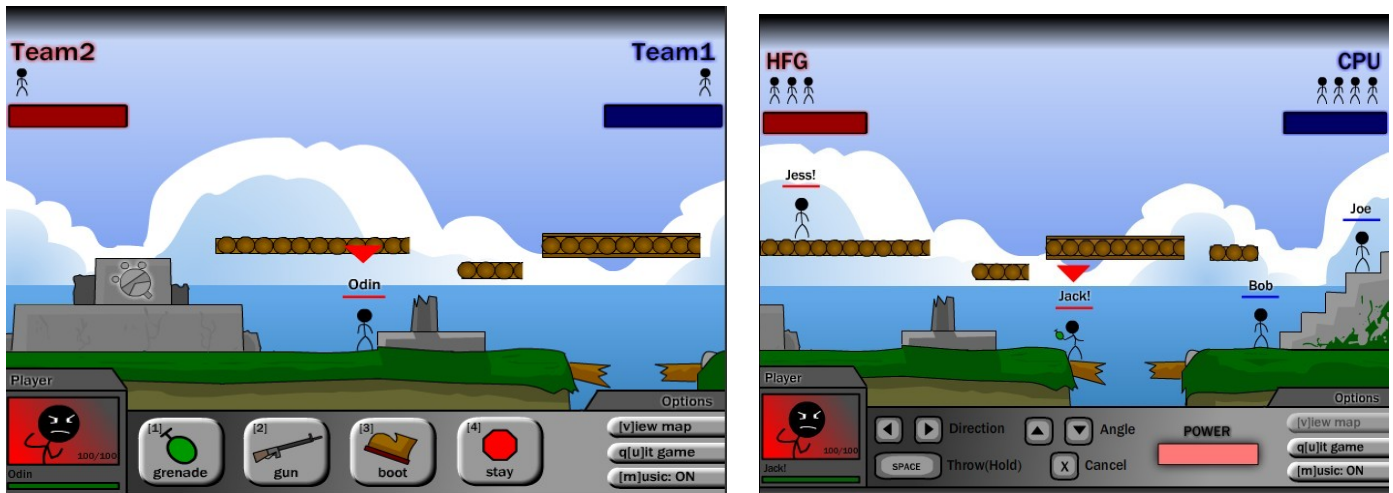


Sleipnir vs Odin

A Turn-Based Team Turf War



Overview:

Two teams of 2 stick figures will spawn onto a 2D map and fight to the death! Two players will take control of two teams respectively and cycle through their team members, with the end goal of eliminating the opposing team.

Each member of the team is equipped with a gun, grenades, and the ability to kick. The grenade and the kick both have variable knockback, which can be utilized to knock opponents of the stage or into pitfalls. The gun is a single-shot weapon which inflicts damage in a straight line.

Each member also has a health and stamina meter, which indicates their remaining health before they are eliminated and the remaining distance they can walk, respectively.

Player movement includes moving forward, backwards, and jumping, all of which deplete the stamina meter (aside from

jumping.) The player's movement ends upon depletion of the stamina meter or on the player's request. Once the movement turn is over, the player may chose to attack or end their turn. Control then transfers over to the other team and the cycle repeats itself until a winner is determined. The first team to lose all of its' members loses the game.

Requirements:

- C++
- OpenGL
- Physics System
- Keyboard Movement/Option Select
- Sound

Controls:

- Arrow Keys for left/right movement
- Spacebar to jump
- Number Keys to select Attack/Weapon
- Enter to shoot/attack with selected option

Optional Goals:

- Team Customization
- Extra Players
- More Weapons/Attacks
- More Levels/Stages
- Sudden Death Mode

Labor:

- **TBD**