



## Night Knight

### Overview:

You are a knight of the night, equipped with various ranged weapons to deal with the onslaught. You will gather materials to help build a central base. From the base you must defend yourself against hordes of zombies, orcs, skeletons, werewolves, vampires, etc.

Night Knight will be a top-down 2-D shooter with infinite scaling mobs, power-ups, and building. How long can you survive?

### Requirements:

- C++ Programs
  - OpenGL
  - Physics System
  - Basic AI System
  - Building Fort System
  - Sound
- Keyboard & Mouse Inputs

### Features

- Building
- Progressively More Challenging Waves
- Different Enemy types With Different Mechanics
- Different Weapons
- Power Ups
- End Level Menus
- HUD

### Extra Goals

- More Skins for Character and Enemies (e.g. Elemental)
- Different levels
- More difficult AI
- Improved Menus and HUD

## **Labor**

- Zachary Kaiser
  - HUD & Menu Design and Implimentation
  - Harvesting
- Brandon Burdick
  - Power Ups
  - Visuals
- John Cailing
  - Building
  - Sound
- Zakary Worman
  - AI
  - Combat