Mob of the Dead

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Overview: The end of the world is near! Beware of the Mob of the Undead! This game uses a simplistic art style (with sprites) on 2.5D isometric board. Enemies require puzzle strategy with different weapons to kill using elemental attacks.

Requirements:
- C++ Program Tools
    - OpenGL
    - OpenAL
    - Bosca Ceoil
- Graphic Tools
    - OpenGL
    - Adobe Illustrator

- Adobe Photoshop
- Inputs
    - Keyboard for Movement
    - Mouse for shooting

Design: Game similar to: Mabinogi, Call of Duty, Survival Project
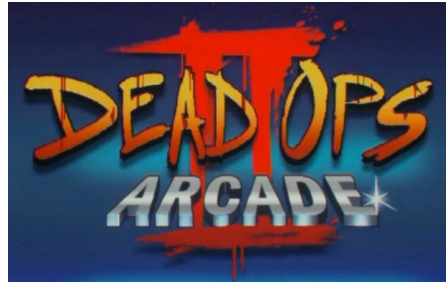
Features:
- Frameworks: Asteroids
    - 2.D Isometric Screen
- Sound Effects and Music
- Sprite Animations
    - Attacks
    - Characters
- Score Board
- Physics System
    - Collision Detection
- Maps

Extra Goals:
- Different Zombie Bosses
- Racing Among Players
- Double Dash/ Double Team on Tank
- Prettifying Animations

Zombies Labors:
- **Anna:**
    - Enemy AI
        - Level difficulty
    - Menu
        - Start Screens
        - Selection Screens
    - Animation
        - Characters
        - Attacks
- **Manvir:**

- Physics
- Maps
    - Buildings
    - Terrains
    - Backgrounds
- **Kevin**:
    - Life Survival System
    - Music from Bosca Ceoil and OpenAL
        - Sounds Effects
- **Gerardo:**
    - Physics of Weapons
        - Object Collision
    - Scoreboard
        - Score Accumulation
        - Scoreboard from Previous Players