

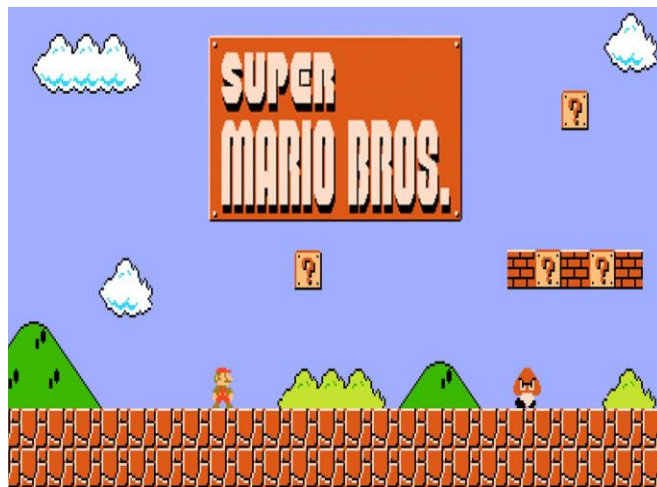
Super Rowdy Bros.

2D Side Scroller Adventure Game

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CMPS 3350 Software Engineering

Inspiration:



Overview:

Super Rowdy Bros. Is inspired by Super Mario Bros. and will follow its design in being 2D- side-scroller. The game allows players to play as their favorite CSUB mascot, they will be able to attain a high score. The ultimate goal is to defeat Wile E. Coyote and its captive, G. Ordon.

Technical Requirements:

- Graphics with OpenGL
- Programming in GitHub and C++.
- Inputs:
 - Keyboard
 - Key movements
 - Useful Items
 - Combat

Product Features:

Art Assest

- Two different character sprites for players
 - Rowdy the Roadrunner
 - Speedy Gonzalez
- Will incorporate 2D side-scrolling maps
 - Background art
- Sound effects
- Background Music

Physics

- Collisions with
 - Enemies
 - Bricks
 - Attacks
- Running/Jumping

Systems:

- Life and the respawn system
- Power up to change size and gain fire breath
- Audio system correlating to menu, and attack animations
- Enemy AI system (Coyote).

Control Scheme

Menu Navigation

- Spacebar to start the game

In Game

- Arrow Keys and WASD for player movement
 - Up Arrow/W
 - Jump
 - Down Arrow/ S
 - Crouch
 - Left Arrow/A
 - Move left on map
 - Right Arrow/D
 - Move right on map
- Space Bar
 - Pause game
- E Key
 - Use Powerup
- Q Key
 - Run

Overall Goals:

- Have a map to be able to scroll through and finish
- Have a playable character
- Easy concept for the user to understand and play
- AI for enemies is intelligent and challenging enough
- Menu is easily navigable

Stretch Goals:

- Co-op Multiplayer
- More levels
- More items/power ups

Division of Labor: To be determined (9/23).

