

Animal Elements

2D Action Game

Inspirations:



Group Members:

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Overview:

Animal Elements is a 2 Dimensional game where an animal will appear, and try to overcome it's journey ahead. As the individual player controls the animal through it's journey, they will have to overcome a few obstacles to reach their destination. Some obstacles may be easy to overcome, others will be difficult, it all depends if the player can pass the challenge with their animal. You think you can pass ? Let's find out.

Technical Requirements:

- Programming in C++
- Graphics with OpenGL
- Inputs
 - Keyboard
 - Mouse

Product Features:

- Art
 - 2D Graphical Game
 - Classic arcade style
 - Simple shaped obstacles
- System
 - Main menu with game options and simple tutorial
 - Character movement through obstacles
 - Track players score
 - Mana Bar
- Physics
 - Enemies
 - Collision detection
 - Projectile collision
 - Animation based on events

Objective and Goals:

- ❖ Level difficulty (character movement increases and more difficult objects).
- ❖ Easy to understand tutorial
- ❖ Mana Bar (when this bar is filled the user can use the animal's element to destroy objects in front of them).
- ❖ Collision detection (identifying when the user has hit an object).
- ❖ Creating an attack function that allows the user to use their element when Mana Bar is full.

Division of Labor(Tentative):

- Graphics & Design: Team effort (TBD)
- Physics & Testing: Team effort (TBD)
- Animations & movement: Team effort (TBD)
- Systems: Team effort (TBD)