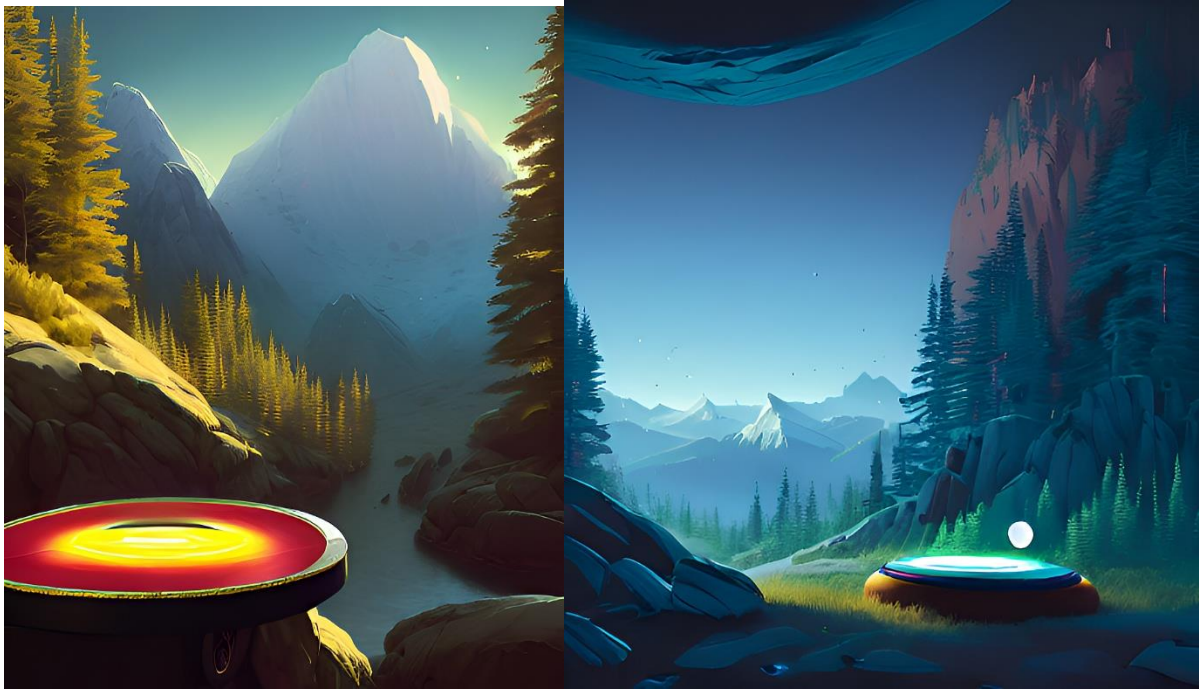


Puck of the Wild

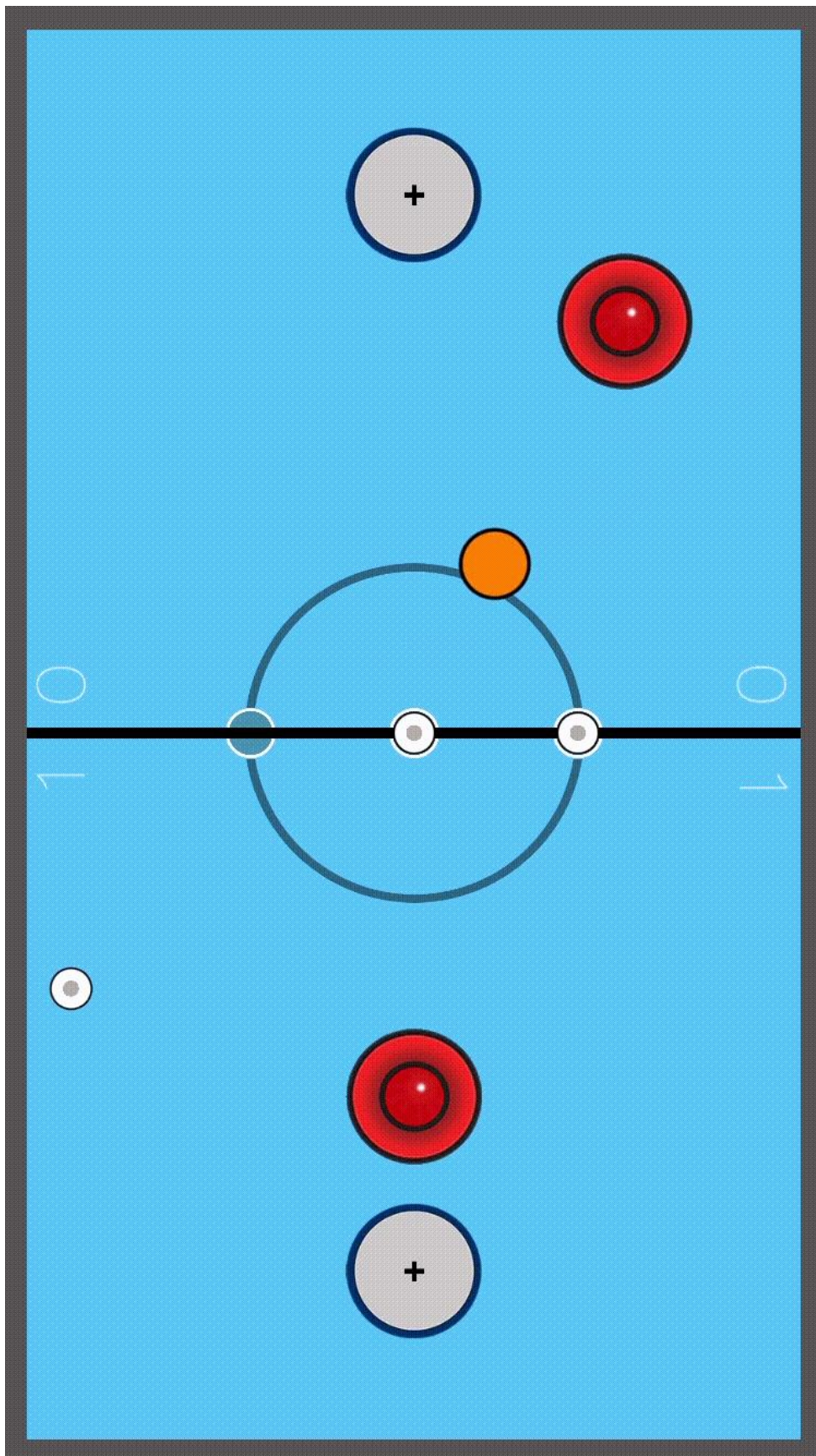
(Air Hockey)



Group 7: Tyler, Anh, Abisai, Aldair, Andres

Summary

Our game takes inspiration from air hockey, the sport. This game will require two players. The first player's objective is to set obstacles on the field like trees and mountains and the second player's objective is to score a goal with the puck through the obstacles set by the first player.



Requirements

Environment:

C++ OpenGL

OpenAL

Battleship Framework (subject to change)

Controls:

WASD Keyboard Controls

Mouse Input

Gameplay:

Placeable terrains

Fields/Maps

Interactive object

Object Collision Detection

Timer

Player Scoreboard

Potential goals:

Power ups

Ai that places terrain randomly

Scaling difficulty

Progression

Destroyable terrain