Burger Dash

2D Platformer game

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Overview:

2D platforming and level traversal featuring a sentient burger who has decided to flee for his life to avoid consumption. Navigate careful jumps and collect performance-enhancing buffs to aid in your escape. Obstacles and enemies stand in your way, avoid them at all costs to reach the door and live without fear of being digested.

Technical Requirements:

- ❖ Inputs -
  - ➢ Keyboard Movement
    - ■ Movement based on WASD
    - ■ W(jump), A(left), S(right), D(down)
    - ■ Press Enter Key to start
- ❖ Coded in C++
- ❖ OpenGL Graphics

Product Features:
- ❖ Gameplay:
  - ➢ A tasty burger struggles to escape the dangerous environment of a restaurant kitchen. He hops from surface to surface, dodging stoves, knives, and trash cans to meet his goal: the exit door.
  - ➢ Collectibles that can power you up:
    - ■ Lettuce parachutes: glide over a distance
    - ■ Tomato trampoline: bounce further
    - ■ Special Sauce: teleports you a short distance
  - ➢ Obstacles to injure/slow
    - ■ Hot oil vat: instant death
    - ■ knife: damage in the form of bite taken
    - ■ Stove tops: damage if stay on for too long
    - ■ Fridge: slows you down and reduces jump distance
    - ■ Enemies: Colliding with an enemy creature causes damage or death. Enemies follow predetermined path

- ❖ Art
  - ➢ 2-D screen
  - ➢ Sound effects and music
  - ➢ Pixel Art
  - ➢ Animation
- ❖ Physics
  - ➢ Collisions with environmental obstacles, traps, and more
  - ➢ Obstacles affect movement in form of deceleration
- ❖ System
  - ➢ Start menu

➢ Restart at beginning of level when character "dies"
➢ Character model has 3 or four stages before "dying"

Overall Goals:
- ❖ Different Levels
  - ➢ Total of 3 levels which are different difficulties
  - ➢ Collectibles
  - ➢ New "power- ups" to assist in the levels

Division of Labor:
- ❖ All group members will actively participate in all areas of the game if needed. Everyone should understand how our game works