

# Copyright Onslaught!

Carlos Sandoval, Priyanshu Lahar,  
Joseph Hernandez



Maniac Shooter/Survival Game

Overview: Hordes of different characters from different games are after you! You have 2 options: Perish at their hands, or give 'em hell! Survive a constant onslaught of enemies as you pick up different power-ups scattered around the map to increase your chances of survival in the parody of the classic game Vampire Survivors!

## Technical Requirements:

- Programming using C++ and some C (using the asteroids framework)
- OpenGL Graphics
- Keyboard Controls

## Product Features:

- 3 Different maps

- Multiple enemies from different franchises
- Unique character buffs
  
- Music from the different franchises! [Will try to modify it into a 16-bit style if possible]
- Sprites from their original games!

#### System:

- Game Over and Time Survived Screens
  - Settings
    - Allows for changing of game music and sound effect volume changes
- Multiplayer capabilities within Odin

Overall Goals: Recreate the addictive fun that Vampire Survivors was able to achieve and more!