CSUB(attle-Royale)
Top-Down Shooting Game

CMPS 3350 – Final Project
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Summary

Our game takes inspiration from several games of the popular 'Battle Royale' genre. These games typically involve large player-counts with randomized starting points and gear. The goal is to be the last surviving player. Our game includes these elements and uses the top-down perspective present in the browser game Surviv.io. The player will use a variety of weapons and tactics to survive and defeat his AI opponents.

Requirements

Environment:

C++

OpenGL

OpenAL

Controls:

WASD Keyboard Controls

Mouse Input

Gameplay:

Random Starting Points

Player/Enemy Hitpoint Tracking

Enemy AI

Multiple Difficulty Modes

Object Collision Detection

Multiple Player Weapons / Power-Ups

Kill / Ammunition Counters

Player Leaderboards

Possible Additional Features

Shrinking Combat Area

Alternate Zombie Survival Mode

Fog of War (Limited Vision)

Randomly Generated Map

Scores Stored on SQL Server