Pea Man's Paid Time Off™

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Overview: Pea Man's Paid Time Off™, is a top-down shooter inspired by Hotline Miami and SAS: Zombie Assault. The story is about Pea Man, a factory worker at a pea factory by day and a hitman at night. Throughout the game, Pea Man is tasked with hunting certain high value targets who happen to be the heads of certain rival food organizations to the pea factory he works at. Players will need to fight their way through scores of enemies at these rival factories to obtain better equipment, lots of cash, facing stronger enemies as the game progresses.

Motivation: Pea Man is a broke dude just looking for some more cash to pay rent in today's crazy economy.

Technical Requirements:
- Made lovingly in C++
- Coded with care using OpenGL graphics
- Frameworks used (Asteroids)

Product Features:
- Line of sight style shooting
- Upgradeable weapons
- Mystery box-style enemy placement and level structure
- Color coded health
- Excessive vegetable gore
- Different styles of fighting for each boss
- Land Lord lore (Rent is due)

Controls:

- WASD Movement
- F for special
- Mouse to aim and shoot
- Scroll Wheel for swapping weapons (Main and secondary)

Project Goals:
- 5 Levels Total (4 Regular Levels + Final Twist Boss Level)
- Multiple types of guns
- Lil' Brock - Companion Shooter
- Final level with a twist (acid)
- Different Backgrounds For Each Level
- Mini versions of each boss as normal enemies
- Henchman for final boss

Potential Boss Difficulty Tier List: (Pea Man on top)