Triage

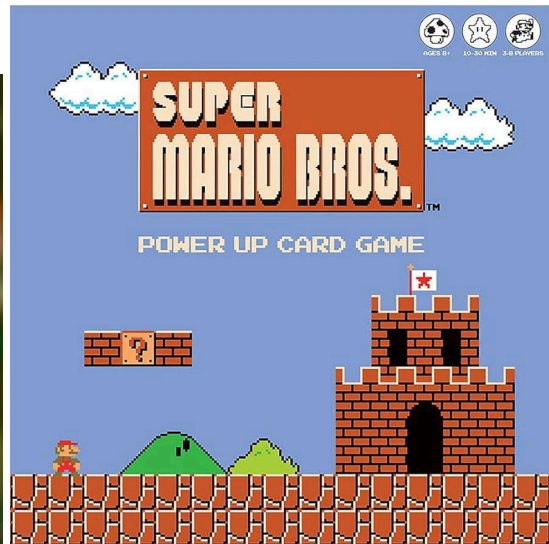## Platformer Game

Design Requirements:
- Programmed in C++
- Graphics Package with OpenGL
- Program Frameworks (Walk or Walk2)
- Inputs:
    - Keyboard
        - Movement with Arrow Keys
        - Up Arrow to Jump
        - Spacebar to Attack
    - Mouse
        - Start and End game

Features:
- Health
- Start Screen
- Pause Screen
- Winning Screen
- Losing Screen

- 2-Dimensional Screen
- 2-D Sprites
- Game Audio
- Obstacles that Damage/Kill You
- Enemies That Shoot You
- Sprites for player and enemy
- Multiple Levels
- Physics:
    - Detect Player Model Collision with Bullets
    - Detect Bullet Collision With Walls

Goals:
- Levels of Difficulty:
    - Each Level Gets More and More Difficult
- Health Bar:
    - You Can be Damaged and When Your Health Bar Depletes, you Die
- Make the Game Fun and Entertaining

Stretch Goals:
- Different Backgrounds For Each Level
- Game Audio
- Easter Eggs
- Cheat Codes