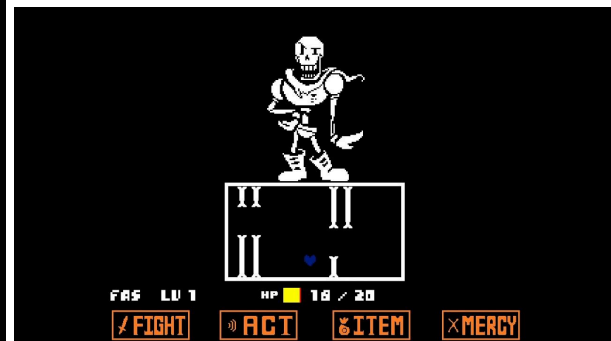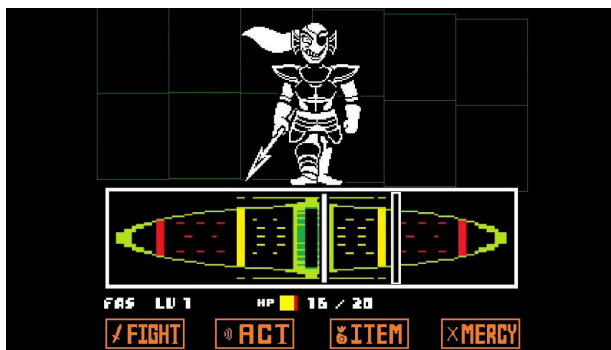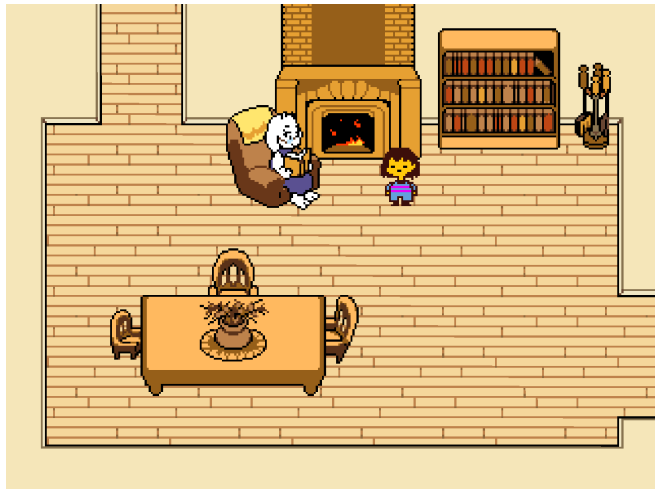# Fission Core

mock image, not actual screenshot

Genre: RPG

Setting: In a post-apocalyptic world, a young kid wakes up with a head injury in a desolate landscape. The initial moments set the stage for a tale of survival, exploration, and unexpected humor amidst the chaos. The world is filled with remnants of a civilization gone awry, with mutated creatures and quirky NPCs contributing to the game's unique charm.

Overview: An RPG game with random encounters. There will be 2 boss characters (minimum). Character must explore the world and find items that will help in battle. As they explore, they will be randomly engaged by mutant beings and fight to stay alive. They gain EXP and become stronger/gain more health as they level up. Each fight gives its own special challenge. Different bosses and characters have different ways of fighting.

Design Requirements:
- C++
- Main Menu
- Music
- Minor Dialogue/Exposition
- Inventory/Stats screen
- Death animations (player/boss) and taunting screens (give up/don't give up)
- RNG encounters
- Robust hitboxes
- items/stats boosters and their descriptions

Controls:
- Main world: WASD to control character, SPACE to interact with doors/items/advance text
- Fight sequences: WASD to select FIGHT, ITEMS, TALK, or FLEE, WASD to move around and dodge bullets/walls/whatever the fight is.