



Die to Earn

2D Side-Scrolling Driving Game

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CMPS 3350

Game Overview:

Post apocalyptic 2D side-scrolling driving game where you drive through swarms of zombies and obstacles till you run out of gas. You earn money as you drive, the further you get each session the more money you make. Money is then used to buy different vehicles that will help you get further in the game and smash through more zombies. The goal of the game is to get the highest score possible. This game will be inspired by the mobile game Earn to Die 2.

Technical Requirements:

- Programming in C++
- OpenGL graphics
- Keyboard Controls

Game Features:

- 2D graphics
- Physics
 - Collision with objects, enemies, and map
- Selectable Cars and Maps
- Score System
 - Based on Distance Travelled and Enemies hit
- Results Screen
 - Shows Points, Distance, Enemies hit

Controls:

- W to drive
- D to boost
- Mouse for menu navigation