



Dino Run

2D obstacle avoiding game

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CMPS 3350

Overview:

You are in a 2D world playing as a dinosaur running from an archeologist that is trying to capture you and put you in a museum. Along the way you encounter obstacles. You are also collecting dinosaur items to prevent archaeologists from finding them. You will have the chance to pick up specific foods that gives you temporary powers. Your goal is to collect as many items as possible and reach your home before the archeologist catches you.

Technical requirements:

- Programming in C++
- Graphics with Open GL
- Inputs:
 - Keyboard
 - Movement with up arrow & w (jump) , down arrow & s (hunch), spacebar (attack), p (pause).
 - Mouse
 - Use to start and end game.

Product Features:

- Art
 - 2-Dimensional Screen
 - 2-D sprites
- Physics
 - Collisional detection with objects and traps
- System
 - Egg count
 - Heart count
 - Start menu
 - Pause menu
 - Winning menu
 - Losing menu

Overall Goals:

- Levels of difficulty
 - Each levels gets harder over time
- Life bar
 - (every time you received damage you lose a heart; at 0 hearts you die)
- A fun gaming experience
 - A fun and enjoyable game
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