

## Metal Slug



## Heli Attack



## Chrome Snail



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CMPS 3350

### Overview

Chrome Snail is a two-dimensional side scrolling game that pays homage to 90s arcade shooting games. In the game users take control of a soldier deployed in a mythical location where they fight fantastic villains and creatures. As players clear each zone they collect coins as they eliminate enemies to build their overall score.

### Technical Requirements

- The programming language used for the game will be C++
- Graphics will be provided by the framework OpenGL
- Audio will be provided by the framework OpenAL

## **Product Features**

### **Art Assets**

- Custom sprites for players, NPCs, and items
- 2D, side-scrolling maps
- Sound effects and background music

### **Physics**

- Projectile collision involving player and NPCs
- Collision detection for player and throwable items
- Sprite animation generation based on events

### **Systems**

- Inventory that can hold multiple weapons
- Health and respawn system
- Weapons with distinctive differences (single shot rocket launcher, machine gun, and standard pistol)
- Fight groups of enemies to clear the zone and advance to the next screen (non-player agent AI and statistics)
- General game audio (shooting sounds, yells, and mechanical noises)

## **Control Scheme**

### **Menu navigation**

- Arrow keys/WASD as a primary menu navigation
- Mouse movement as a secondary menu navigation
- Spacebar as a primary menu item selection
- Left click as a secondary menu item selection

### **In game**

- Arrow keys/WASD for movement
- Mouselook to aim, left click to fire, right click to switch weapons
- Space to jump

## **Stretch Goals**

- Multiple characters with distinctive attributes including a character selection screen
- Multiple levels
- Integrated leaderboard

## **Division of Labor**

### **Fernando**

Level design

**Hasun**

Graphics and design

**Emil**

Systems and audio

**Victor**

Physics and testing

**Mason**

Animations and movement