IRON CURTAIN

Overview: The Cuban Missile Crisis has ended in disaster. The USA and USSR have both rallied for war. Break through the Iron Curtain or Spearhead the Soviet Rush to the Rhine in the air and on the ground!
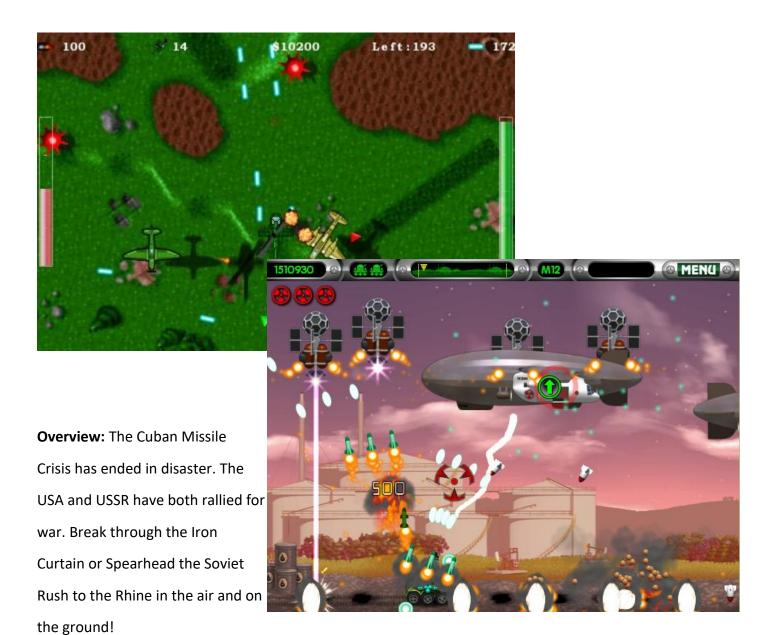
Technical Requirements:

- C++ programming language
- Open Gl Graphics
- Asteroids framework
- WASD controls- W(UP), A(left), S(down), D(Right)

- Mouse detection to start game, select from menu options

Product Features:

- Art/Assets
    - 2D game environment
    - Classic arcade style sprites
    - Soundtrack and sound effects
- Physics
    - Collision detection for projectiles
- System
    - Generate enemies with programmed movement
    - Various projectile types/styles
    - Tracking players Score
    - Leaderboard
    - Intro screen with menu options
    - Server communication

Features/Goals:

- Multiple 'Worlds' to play through, both Nuclear and Non-Nuclear.
- Two distinct mission styles. Lead a tank charge or become an Ace fighter pilot.
- Two campaigns, play as the US or USSR
- Faction-unique soundtracks.
- Encounter and utilize wacky cold-war prototype equipment. (Boss battles & equipment pickups)
- Nuke Explosion to initiate change of scenery
- Air, ground, space terrains
- Level/themed soundtrack