

College Survival



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Overview: This game will be a 2D shooter inspired by the metal slug franchise. The game will be a one level boss fight where the goal is to get through the college campus and defeat the boss level without dying, in order to get their degree. The character will have to dodge incoming attacks from the evil boss. The players will be able to choose a difficulty level.

Technical Requirements:

- Coding in C++
- Graphics in OpenGL, XMinG
- Audio in OpenAL

Product Features:

Art:

- A static background
- Sound effects, background music

Physic:

- There will be missiles and bullets
- Platforms to jump on
- Collision detection for any collision

Controls:

Menu Navigation:

- WASD/Arrow Keys will be used to move throughout the menu
- Enter key to choose menu option

In Game Controls:

- WASD/Arrow keys to move
- Spacebar to shoot
- R key will be reload button
- Q key to switch weapons

Stretch Goals:

- A timer easter egg
- Online Leaderboard
- Difficulty setting
- Crouch down and jump to go through a platform
- Power Ups
- Use mouse to shoot instead of space