

Onslaught Fury

2D Top Down Shooter

Inspired by:

Contra III: The Alien Wars

Zombies Ate My Neighbors



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Overview: A monster shooter game inspired by *Zombies Ate My Neighbors* and *Contra III: The Alien War*. As the main character, the user can explore the arena to find monsters and kill them, increasing their score. However, the goal of the game is to survive as many monster waves as the player can endure while getting the highest score. The player will explore the fighting location, destroy as many monsters as possible and try to beat their personal score.

Technical Requirements: -

- Programming in C++
- Graphics with OpenGL
- Audio with OpenAL
- Inputs
 - - Keyboard : Movement of character
 - - Mouse : Direction of character's aim to shoot
 - Interacting with menus and selecting combat abilities

Product Features:**Art Assets:**

- 2D sprites for character models
- 2D board for map that is zoomed in.(Side scrolling)
- Sound effects and Background Music

Physics:

- Collision Detection

System Goals:

- Main Menu
- HP Bar
- Different Weapon Archetypes
- Random Enemies
- Random Enemy Paths