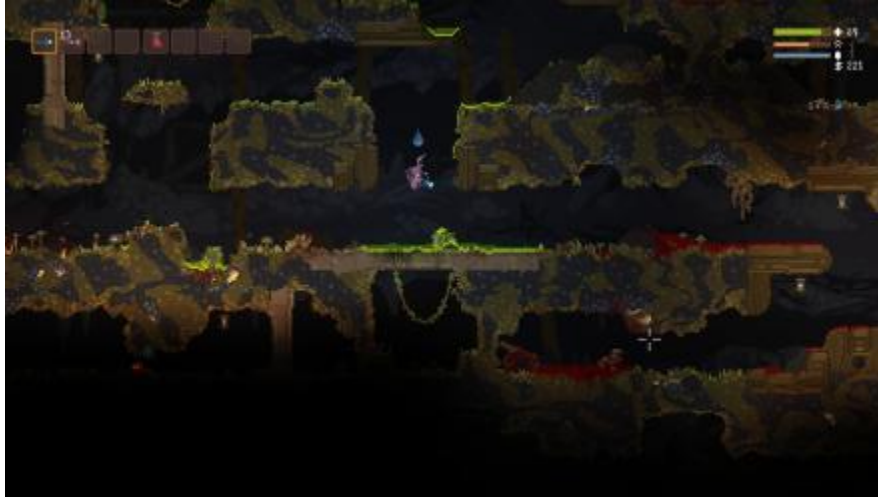


SoulTerrain

2D Dungeon-Crawler Platformer



<https://github.com/ACardenasSil/SoulTerrain>

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CMPS 3350 - Software Engineering

Overview:

This project will be modeled after metroidvania games similar to dungeon crawlers, inspired by the level design of The Binding of Isaac and the environment and the magic of Noita. Players will control a wizard and will have to overcome enemies and utilize magic in a deadly dungeon environment.

Technical Requirements:

- C++
- OpenGL Graphics Frameworks
- Player Input
 - WASD keyboard movement
 - Mouse for shooting and UI interaction

Product Features:

- Art
 - 2D graphics
 - Pixel art
- Physics
 - Projectile collision
 - Player and enemy model collision

- System
 - Start menu
 - In-game HUD
 - Player health
 - Player lives
 - Ammo count
- Sound
 - Theme
 - Enemies
 - Player
 - Items
 - Environment

Goals:

- Level Progression ascending in difficulty
- Simple control scheme
- Easy-to-read HUD
- Resource management for health and mana, which powers wands
- Level pick-ups
 - Health
 - Ammo
 - Different weapons

Division of Labor:

- Nicholas Romasanta
 - Combat Mechanics
 - Weapon design for player and enemies
 - In-game pick-ups (health, weapons, mana, etc.)
 - Textures
- Alonso Cardenas Sillas
 - Level frameworks
 - Camera
- Isiah Ruiz
 - Movement Mechanics
 - Reading keyboard inputs
 - Environment collision
- Evan Momen
 - Start menu
 - In-game HUD