Evade

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Overview

The concept of the game is similar to that of Space Invaders and Galaga. The player will move a sprite around and try to avoid being hit by enemy objects. We want to give the player the ability to shoot and destroy the enemy objects. As the game progresses the enemy objects will be harder to avoid and destroy.
System Overview

The game will be created using C++ and OpenGL for graphics

Game Requirements

- Asteroids Framework
  - Physics
  - Bullets
- Player can move and shoot using the keyboard
- Score Counter
- Menu
- Background Music
- Github
- Sprites for enemy obstacles
- Player Sprite
- Attempt
  - Multiplayer
  - (More to come [I hope])