Development Team
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Disclaimer: Not actual gameplay
GAME OVERVIEW

Rambo is a single player 2D side scroller survival game. The player moves through the level carrying a gun, where he uses it to shoot enemies that randomly come his way. He has limited life, but can regenerate it by picking up health packs that enemies may drop when killed. Defeating successive enemies will lead to power-boosts that will help Rambo throughout his journey. The game ends when you run out of health. Score increases as time goes by and enemies killed.

GAME REQUIREMENTS & DESIGN

- WALK Framework
- Asteroids Framework (bullets)
- Player can move and shoot with keys and mouse.
- Background music
- Database to keep high scores (Leaderboard)
- Texture Mapping
- Sprite Sheets
- Blender Models
- Github for version control. (Keep track of teammates work done)

Components

Enemies:

- Randomly Spawn
- Attempt to shoot at the player
Health-boosts:
- Randomly appear after taking down an enemy
- Allow the player to regenerate lost health

Power-ups:
- Are gained through defeating multiple enemies
- Boost fire-rate & projectile size