2-D First Person Shooter

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Overview

Our game will be a 2D first person shooter. The game will be in a skyscraper, with each floor being a different level. The difficulty will increase as the player clears out each floor, going up until they fight the “mafia boss”, which is at the top of the skyscraper. The whole game will be on a timer, in which the player must defeat each level within a time, as well as the boss. If the player fails to defeat the boss in the given time, he will leave on a helicopter, and they will lose the game.

Planned Features

- Display 2D with mouse and keyboard controls
- Obstacles and Cover
- Health indicators for AI, and ammo indicators for player
- Game Timer as Objective
- Different levels and difficulties
- Dynamic motion on screen as player moves through each floor
- On screen display with weapon crosshair and weapon visuals
- Leaderboard Scores
- Sound effects, music
- Different weapons and bullets

Requirements

- Leaderboard tracking
- Animated graphics
- Sound Cues
- Weapon movement
- Multilevel game play
- Basic AI
- Mafia Boss