Overview: The Flu Fighters is a new spin-off of a 1990 scrolling shooter arcade game called “Raiden,” developed by Seibu Kaihatsu.

In our game, Dr. Feelbetter is fighting germs and viruses that have invaded his hospital. He defeats waves of enemy germs with medical attention (bullets shaped like medicine, antibiotics, IV’s, and more). Will he be able to save all of his beloved patients from the viruses trying to take over their bodies??
Similar to predecessors Raiden and Galaga, this game will fall into the “Scrolling shooter”/“Bullet Hell” genres. The difficulty of the game will come from attacking enemies while simultaneously maneuvering around their many attacks. Enemy waves will appear on-screen in easily discernible patterns, such as lines or in evenly-spaced rows. They will either attack by moving towards the bottom of the screen or by shooting projectiles. Further difficulty can be implemented by combining previously-seen patterns.

**System Overview:** The majority of the game will be constructed in C++ using OpenGL and XWindows for graphics, and OpenAL for sound.

**Requirements:**
- Keyboard controls
- 2 dimensional scrolling hospital background
- Multiple types of germ and virus sprites that interact with Dr. Feelbetter
- Projectile objects
- Score that updates itself when player kills an enemy
- Health or lives that deplete when player is harmed by an enemy
- Power-up objects that appear on screen that influence Dr. Feelgood (i.e. overshield, health increase, differing weapons)
- Title menu
- Background music and sound effects to enhance game play (?)
- Local Leaderboard
- Boss battle

**Requirements to Attempt**
- Challenge Modes to include:
  - Faster enemies
  - Enemies with Health
  - Change how the enemy moves based upon difficulty
  - Power Ups are less frequent but more powerful (players cannot afford to miss grabbing them)
- Player select with male and female options
- Add mini bosses/ tiers of enemies with different health values
- Animated graphics