Smash Fighter

Creator: Kyle Smizer-Muldoon

Inspirations

Overview:
When superstars collide, a “smashing” good time is sure to ensue! Bringing together animated characters across their own dimension to see who really is the best!

Smash Fighter is a computer-simulated arcade fighter game where either one (or possibly more) players can test their grit against other contenders to be the best. The more a player gets hit, the more damage they carry, and thus the farther they get knocked back on the next hit! If you get knocked into the blast zone you’ll lose a life! If you lose all of your lives, you’re out!

System Overview:
The entire game will be constructed in C++ using OpenGL and Xwindows for graphics, and OpenAL for sound.