Shooting Gallery

Team Members:

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Inspiration:

Game Overview:

This game will be a first person shooting game. Were the player will receive points when an object is hit. There will be levels to this game that will add difficulty to the game. The fist level will have 3D object with little or no motion. As the levels progress the motion of the objects will increase and vary. There is also the option to add a limit to the amount of bullets, or limit the time to complete the task to add difficulty

Game Requirements:

- GitHub
- OpenGL
- C++
- OpenAL
- Frameworks

Game Design:

- 3D single player game
- Score board
- 3D objects that are the targets (changes with the levels)
- Different background to each level
- Game menus