Overview

OpenGL Wars will be a fast pace top down arcade shooter. This game will be based of a game called Geometry Wars (https://www.youtube.com/watch?v=y-qlaywKBs). The gameplay will consist of a single player inside a sealed box arena. The timer will be used to detect how long the player is alive and use that information to increase the enemy spawns over time. This game will be a rouge like game, meaning you will only get one life and if anything hits you once, the game is over.

Game Mechanics used

- Keyboard input
- Timer
- Enemy AI
- Sound effects

System Overview

- OpenGL
- Linux