Individual Project:
Game: 2D Platformer Battler Multi-player Game

Karen Salinas
Overview:
My game will be a 2D Platformer Multi-player Battler game, in which you have two or more characters (Multi-players) in the same place fighting against one another. Since the players will not be moving off the screen, the players will be in one still environment in which they fight against each other. The background will not change or have much movement. The game may have a possibility of having levels, but that is still in question. It will also contain a health bar either on the top or bottom of each player, similar to the first and second image of the document. The goal of the game in the multi-player game is to attack as much as possible until the other player has no more health to win the round of the game. The game will consist of two rounds, but if there is a tie, both have battle the final match to win the game.

Gameplay:
The game commands are implemented using arrow keys of the keyboard and some mouse implementation during the start of the game.

Sound Effects:
Most of the sound effects will differ depending on the character to be distinguishable. There will also be background music in the introduction and in the battle. Movement and action sounds will also be displayed when a player is attacked.

Game Menu: There will be a main menu, and a pause menu. The Main Menu will be at the start of the game in which will display which modes the player want to start off with. This will also contain the high-scores and credits. The Pause Menu will consist of a Pause screen in which the player presses P.