Overview:
My game will be a simple game inspired by the original Doom. The character will move around a 3D space and will by 2D enemies.

System Overview:
The game will be written in C++ and I will be using OpenGL for graphics, and OpenAL for sound.

Requirements:
- 3D level
- Collision checking for collision with walls
- Check if bullet hits enemy (project line from gun and check if enemy intersects the line)
- 2 enemies with different attack strategies
  - Melee enemy: Does more damage but has to be near the player to attack
  - Range enemy: Does less damage but can shoot the enemy at a distance
- Textured walls/floor
- Sprite based enemies
- Sound effects for shooting
- Background music
- Score/health/ammo tracker
- Web-based score board
Ideas to Attempt:

- Multiple gun types (machine gun, shotgun, etc.)
- Boss enemy (larger enemy with a large amount of health)
- Animated sprites for gun and enemies
- Stair climbing