Shadow Walker

A top-down 2D stealth game

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CMPS 3350

Overview:
Shadow Walker is a stealth based game where you play a ninja who attempts to infiltrate buildings while avoiding being spotted by the bad guys who have been tasked with stopping all intruders. Stick to the shadows as you make your way from room to room, Take out guards on their routine patrol, and above all else. DON'T GET SPOTTED!

System Overview:
- Programming in C++
- Graphics with OpenGL
- Inputs:
  - Mouse
  - Navigate menu
  - Keyboard
  - Movement. A (left), D (right), W (up), S (down)

Features:
- Art
  - Top down view
  - Dark art style similar to example.
  - Simple 2D graphics
- Physics
  - Collision detection with objects
- System
  - The player's goal will be to reach the map exit.
  - Timer for highscores
  - Countdown Timer
Player must reach exit before time expires

Enemy AI
  Pathing
    Enemies will walk predictable patrols
  Vision
    Enemies will have a field of vision the player must avoid

Variable difficulties
  More enemies can be added to increase difficulty as well as changing how far they can see