Mortal Kombat  Street Fighter

![Square UP!]

A game by
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**Overview:**
The main objective of the game is to be the ultimate 2D fighter. This will be a local multiplayer game bringing out the competitive spirit in your friend group. There will be challenging moves that will feel rewarding when you land them. We intend to have a training mode so that you can sharpen your hand to hand combat. This will be played by two users using the same keyboard.

**Requirements:**
- C++
- OpenGL
- X11
- Physics(combat) system

**Control schemes:**
- Keyboard
  - Character actions
- Mouse input
  - Menu

**Frameworks:**
- Waterfall Framework
- Walk Framework
- Snake Framework
Features:
  Multiple Maps
  Different characters
    - Different stats
    - Different design
    - Character customization
  Sound Effects
    - Punching
    - Background Music
  Modes
    - Local Multiplayer
    - Training Mode
  Power ups / Items