Chrome Snail

Overview
Chrome Snail is a two-dimensional side scrolling game that pays homage to 90s arcade shooting games. In the game users take control of a soldier deployed in a mythical location where they fight fantastic villains and creatures. As players clear each zone they collect coins as they eliminate enemies to build their overall score.

Technical Requirements
- The programming language used for the game will be C++
- Graphics will be provided by the framework OpenGL
- Audio will be provided by the framework OpenAL
Product Features

Art Assets
- Custom sprites for players, NPCs, and items
- 2D, side-scrolling maps
- Sound effects and background music

Physics
- Projectile collision involving player and NPCs
- Collision detection for player and throwable items
- Sprite animation generation based on events

Systems
- Inventory that can hold multiple weapons
- Health and respawn system
- Weapons with distinctive differences (single shot rocket launcher, machine gun, and standard pistol)
- Fight groups of enemies to clear the zone and advance to the next screen (non-player agent AI and statistics)
- General game audio (shooting sounds, yells, and mechanical noises)

Control Scheme

Menu navigation
- Arrow keys/WASD as a primary menu navigation
- Mouse movement as a secondary menu navigation
- Spacebar as a primary menu item selection
- Left click as a secondary menu item selection

In game
- Arrow keys/WASD for movement
- Mouselook to aim, left click to fire, right click to switch weapons
- Space to jump

Stretch Goals

- Multiple characters with distinctive attributes including a character selection screen
- Multiple levels
- Integrated leaderboard

Division of Labor

Fernando
Level design
Hasun
Graphics and design

Emil
Systems and audio

Victor
Physics and testing

Mason
Animations and movement