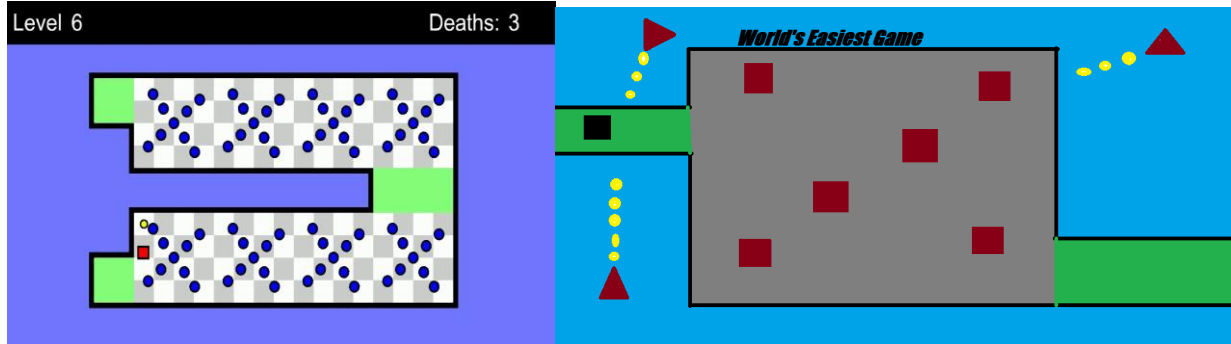


Blok



CMPS 3350 – Final Project

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Overview: In Blok, you are a tiny, agile block trapped in a series of increasingly complex grid-based arenas. Your goal? Evade enemies, environmental hazards, and navigate to the end of each level. With minimal graphics, rapid action, and gradually increasing obstacles, Blok tests your reaction time, timing, and adaptability as you make your way through a series of unique and deadly arenas. Can you beat the grid before time expires?

Technical Requirements:

- C++
- OpenGL
- Program frameworks (walk as baseline)
- OpenAL

Gameplay:

- Block control
- Avoiding obstacles
- Staying alive
- Level Progression

Controls:

- WASD for movement

Possible Additional Features:

- Surprise attacks