Our game takes inspiration from several games of the popular ‘Battle Royale’ genre. These games typically involve large player-counts with randomized starting points and gear. The goal is to be the last surviving player. Our game includes these elements and uses the top-down perspective present in the browser game Surviv.io. The player will use a variety of weapons and tactics to survive and defeat his AI opponents.
Requirements

Environment:

C++
OpenGL
OpenAL

Controls:

WASD Keyboard Controls
Mouse Input

Gameplay:

Random Starting Points
Player/Enemy Hitpoint Tracking
Enemy AI
Multiple Difficulty Modes
Object Collision Detection
Multiple Player Weapons / Power-Ups
Kill / Ammunition Counters
Player Leaderboards

Possible Additional Features

Shrinking Combat Area
Alternate Zombie Survival Mode
Fog of War (Limited Vision)
Randomly Generated Map
Scores Stored on SQL Server