Copyright Onslaught!

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Overview: Hordes of different characters from different games are after you! You have 2 options: Perish at their hands, or give ‘em hell! Survive a constant onslaught of enemies as you pick up different power-ups scattered around the map to increase your chances of survival in the parody of the classic game Vampire Survivors!

Technical Requirements:

- Programming using C++ and some C (using the asteroids framework)
- OpenGL Graphics
- Keyboard Controls

Product Features:

- 3 Different maps
• Multiple enemies from different franchises
• Unique character buffs

• Music from the different Franchises! (Will try to modify it into a 16-bit style if possible)
• Sprites from their original games!

System:
• Game Over and Time Survived Screens
  ○ Settings
    ■ Allows for changing of game music and sound effect volume changes
• Multiplayer capabilities within Odin

Overall Goals: Recreate the addictive fun that Vampire Survivors was able to achieve and more!