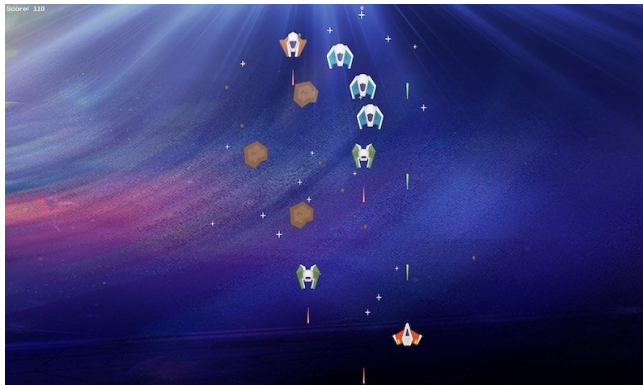




Shiba Survival

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Project Proposal

Overview:

The purpose of our game is to collect and score the most points you can while trying to survive by evading objects. Our game will be similar to many other space games such as Space Invaders, Geometry Wars, Radiant, etc. The first level is easy but each level you go up will be harder than the last, which is similar to most games. The catch is you only have 3 lives. You can only die twice to stay in the same level, if you die a third time it is game over and the game goes back to level 1. Despite this, throughout the levels, extra lives can be acquired so you could die more often while continuing to stay on the same level before. Once you run out of lives and it's game over, the game will restart to the main menu.

Technical Requirements:

- Programming in C++
- Graphics through OpenGL
- Linux environment

Controls:

- WASD and/or Arrow Key keyboard controls
- Mouse click controls

Features:

- Single Player
- 2D Objects
- Scoreboard for points
- Sprites



Potential Goals:

- Either fixed shooter or multi-directional shooter
- Audio
- Levels

Division of Labor:

- **Joseph**
Level Design and background
- **Amber**
UI and design (menu, sprites, etc)
- **Dan**
Audio and sound
- **Mabelle**
Physics and movement

- **Thomas**
Building objects and score system