CS3540 Group Game Project Writeup
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1. Description

In our game, meant for two players (but one player can play both sides), each player controls a wizard.
The objective is to kill the other wizard either by causing terrain to fall on top of them or simply hitting them yourself with your spells. A player wins when the other wizard's HP drops to zero and is eliminated.

2. How to play

Click/tap on the screen (depending if on PC or mobile) to fire a projectile at your opponent.
Three attacks are possible: a magic energy spell, an icicle, or a teleport spell.

3. Who built what

Dylan did the majority of the code and framework for the project.
Andrew implemented the iGUI interface and some miscellaneous code.
Ash made the tile/wizard art and helped out with the code.
Ideas for the secondary features were made as a team.

4. External assets/code

Code:

iGUI - http://avamstudios.com/
Vectrosity - http://www.starscenesoftware.com/vectrosity.html

Art:

Purple Orb - http://fc03.deviantart.net/fs49/f/2014/037/e/4/e45f53cc9e42494b434c07b6a649685f-d21z4ss.jpg
Icicle - http://aywas-wiki.com/images/e/e7/Weapon_sharpicicle.png
Placeholder Wizard - http://www.chronocompendium.com/images/wiki/3/32/Prophet_Sprites.png
Landscape - http://farm6.staticflickr.com/5261/5700354163_738a056ed0_o.jpg
Blue Orb - http://blog.templatemonster.com/wp-content/uploads/2010/05/Glass-Orbs.jpg

5. What wasn't done/next steps

We would have liked to implement networked asynchronous multiplayer, but we did not have the time to do so. Our next step would be to add more levels, as we only have one, and to implement network multiplayer capability. Adding more spells/terrain types would also be a next step.