Game proposal (4)

Names	ID
Zeinab Moawad	9202611
Menatalh Hossamalden	9203998
Eman Mohamed	9202351
Ahmed Alaa	9202141

Game name: Agent X: The Last Stand

Description: Game contains several instances of agent: player and enemies. Each player keeps searching for other enemies. Enemies are distributed all over the world, and keep on moving randomly. Each enemy can sense any player in their scope and starts moving towards the player and attacking him. Player can then move and start shooting to defend himself. Possible movement: left, right, up, down, jump, crouch (optional) and speed down(optional - enemies can't sense the player until he reaches the enemy), shooting (we can add extra abilities as a bonus 😉). Game gets more aggressive in the next round in case he won the previous one, and gets easier in case he loses the previous one. Each time an enemy is killed, it is replaced with a green glowing sphere for a certain period and then disappears. If an agent touches the sphere, his HP increases. Each agent has initially 100 HP. XP (optional)

Goal: player wins after winning 13 rounds, there are 26 possible rounds. Player loses if he gets killed for 13 rounds.

How to play:

1. **Move forward:** W key
2. **Move backward:** S key
3. **Move right:** D key
4. **Move left:** A key
5. **Jump:** space key
6. **Croush:** left+ctrl   [Optional]
7. **Speed down:** left+shift   [Optional]
8. **Shooting:** left click