Project Proposal

Project Summary

Multi player shooter platform game.
Two players play against one another through serial port. The map is a 2D side view with platforms, which the players can use to move around.
Each player's character has an health pool, which is reduced when it get hits by a shot. When a character's health is brought to zero the game ends and the other player wins.

Devices used

Video card – graphics of the game;
Timer – manage time between shots (attack speed);
Keyboard – used to move the characters;
Mouse – used to aim and shoot;
Serial Port – establishing connection between the two players;