Project Specification

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

Video card – graphics of the game;
Used for:
      Menus
      Characters
      Projectiles
      Map

Timer – manage time between shots (attack speed);

Keyboard – used to move the characters;
Used:
      A/D to move
      Spacebar to jump

Mouse – used to aim and shoot;
Used:
      Location for shot direction
      Left button for shooting

Serial Port – establishing connection between the two players;

Modules

Video card – graphics and movement of the sprites;
Timer;
Keyboard – movement of the character's sprite;
Mouse – creation of the shot sprite on left button press;
Serial port;