**2D Shooting Game Milestone 1**

Project by : Antonio-Mihai Dima

**Part 1. GitHub Link to the repository for the C++ shooting project**

<https://github.com/Birmingham-City-Univeristy/cmp5327-c-programming-for-games-assessment-AntonioMihaiDima/commits/master>

**Part 2. Basic Game Loop avalable on GitHub and in the Assignment Submission**

**Part 3. Game Design**

The game will contain basic game mechanics, such as shooting enemies and collision detection (for the bullets and environment), tiled mapping and UI (text scoring and health bars). The user input will be possible through keyboard and mouse. In addition a wave system will be implemented.

The player faces the mouse cursor at all times and fires towards the mouse cursor when player shoots.

Reloading skill for player and enemies (after a number of bullets are being shot, the cooldown will activate)

To make scoring a little more relevant and for the game to have the luck/skill elements after a certain score milestone reached the player would recieve a random slight powerup (More attack damage, faster reload time, more health, crit chance).

Sound effects and music to complement the gameplay.

Ultimate ability for the player : can be used once, then goes on a large cooldown. If the player kills an enemy the cooldown time is reduced.