

Ebony Proskow

Sprite Animator and Behaviour Designer, SplatterMonster

I will be in charge of creating sprites and enemies, drawing and animating them, and determining their behaviours. My classes will be Player1, Player 2, Enemy 1, Enemy 2, and Enemy 3. Each of these sprites will also have an abstract Sprite class.

Our game will be a competitive shooting game where two players will run around in opposite sides of a maze, shooting at each other while evading monsters. Players can gain points if they kill the other player (making the Player respawn on another place on the map), and if they kill enemies. When a player kills an enemy, they will take on the behaviours of that enemy, including bullet type, movement, and health.

Each player and enemy will take a certain number of hits to kill. Also, killing all enemies on the board will result in the level and map changing, which will include a different layout and type of enemy.

At the end of the three levels, the player with the most points wins.