

CSCI 4448 Project Part 1

Members: Josh Weaver, Stephen Ham

Title: Ninja Runner

Description: Our project will be a 2D side-scrolling platform game that resembles the original Ninja Gaiden for the NES. We will incorporate sound and background graphics and, depending on time, more.

Platform/Environment: C++, SFML or SDL, Windows 32-bit

Languages:

Language	Josh	Steve
C++	Intermediate	Intermediate
SFML or SDL (API)	Beginner	Beginner

Functionality:

- Player movement
- Attacks/collision detection
- Enemy AI
- Animated sprites
- At least 1 boss
- Save/load

Stretch Goals

- Sound effects
- Graphical/sound options
- Multiple levels
- Pause state
- High scores
- Multiple saves
- Co-op (potential)