

Project Proposal T07G03

Functionalities

We propose to develop a multiplayer/single player shooter video game. It will feature 1 or 2 moving players in a 2D map and a large number of non player characters. Each character will be able to shoot a weapon and move in all directions (if path is unobstructed). The players will have health bars and can pick up medical kits. We will also feature two different gaming modes:

1. Single player campaign
2. 1 vs 1 multiplayer

Used devices

1. Timer - Animations, weapon's fire rate, movement
2. Keyboard - Movement, menu,
3. Video card in graphics mode - Graphics
4. Mouse - Menu, shooting, aiming
5. Serial Port - Multiplayer