

Group 2

Design Document For:

Project 5

Index:

Game Overview

- Summary
- Gameplay Overview
- Server Info
- How to play

Features

- Server Connection
- Gameplay
 - Waves
 - Wave Math
 - Powerups
 - Health Pickup
 - Damage Pickup
 - Rendering
 - Client View
 - Game View
 - 2d-Isometric
 - Animation
 - Sprites
 - Collision Detection

Characters

- Archer
- Heavy
- Medic
- Mage

Enemies

- Zombie

User Interface

- Overview
- Gameplay View
- Menus
 - Connection Menu
 - Resolution Menu
 - Character Selection Screen
 - Help/Control Scheme

Music & Sound Effects

- Overview

Game Overview

[Title] is a isometric multiplayer wave based survival game where the goal is for four players to work together to survive as many waves of enemies as possible. Players choose one of four characters to control, all of which are dependent on others for success.

[Summary](#)

[Gameplay Overview](#)

[Server Info](#)

[How to play](#)

Features

- Server Connection

- Gameplay

 - Waves

 - Wave Math

 - Powerups

 - Health Pickup

 - Damage Pickup

 - Rendering

 - Client View

 - Game View

 - 2d-Isometric

 - Animation

 - Sprites

 - Collision Detection

- Characters

 - Archer

 - Heavy

 - Medic

 - Mage

- Enemies

 - Zombie

- User Interface

 - Overview

 - Gameplay View

 - Menus

 - Connection Menu

 - Resolution Menu

 - Character Selection Screen

 - Help/Control Scheme

- Music & Sound Effects

 - Overview