



Mortal Kombat



Street Fighter

# !Square UP!

A game by

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## Overview:

The main objective of the game is to be the ultimate 2D fighter. This will be a local multiplayer game bringing out the competitive spirit in your friend group. There will be challenging moves that will feel rewarding when you land them. We intend to have a training mode so that you can sharpen your hand to hand combat. This will be played by two users using the same keyboard.

## Requirements:

- C++
- OpenGL
- X11
- Physics(combat) system

## Control schemes:

- Keyboard
  - Character actions
- Mouse input
  - Menu

## Frameworks:

- Waterfall Framework
- Walk Framework
- Snake Framework

**Features:**

Multiple Maps

Different characters

- Different stats
- Different design
- character customization

Sound Effects

- Punching
- Background Music

Modes

- Local Multiplayer
- Training Mode

Power ups / Items