**Final Project Proposal**

Our game will be a side-scrolling run n’ gun platformer with a highly destructible map. The game will be somewhat of an infinite runner. Our game will feature a terrain generator that can generate new biomes on the fly. On the map, there will be several caves, tunnels, bridges and ladders. Since the game is set in a war situation, enemy spawners will be found in trenches and other features may be added to make the map look/feel like a battlefield.

The game is going to be made multiplayer with either a max of 2-4 players who can use the keyboard or possibly other controllers if time permits. There will be 4 character classes that the player can choose from. Each character class will have special abilities such as more powerful weapons. As the game goes on, the player can find upgrades to their various abilities, which are lost when the player dies.

The game will have enemy AI. It may range from something basic as enemies just try to run towards you and shoot you to something very complex to different types of enemies: some who are path finders and other who follow the paths to get the players and possibly use tactics to attempt to take out the players.

There will be special orb-like devices spread out regularly through the biomes. Each character has a unique ability that activates once they get near and use an orb. These powers can be anything from making the orb explode, causing damage to nearby enemies or gaining a temporary shield that absorbs all incoming bullets and shoots out a beam that is as powerful as the total damage absorbed after a few seconds. Each character will have a cooldown timer for their ability, each as lasting as long as the power intensity of their ability. Characters can unleash combo abilities by activating their orb powers on the same orb at the correct time (E.g. If a character activates their orb power that pulls enemies towards an orb and another character makes the orb explode, a gravity bomb is created).

There will be 4 different character classes, each being able to be controlled by one player at a time. Each class will have their own strengths and weaknesses (One class may be slow, but very strong). Each character will have a default set of actions, such as moving/shooting in all 4 directions, jumping, crouching, dive-rolling and dodging.

All of the players and the characters they control currently will be displayed on screen, along with their cooldown timers and their health bars. Their weapon upgrades will be displayed as well. Once a biome is liberated, the players start playing in the next biome, filled with more cunning/powerful enemies and weapon upgrades.