**Final Project Proposal**

Our game will be a side view shoot ’em up 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 caves and tunnels and 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 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 characters that the player can choose from. Each character 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.