**PROGRAMMING PROJECT UPDATED SPECIFICATIONS**

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**PROGRAM OVERVIEW:**

Our goal is to create a game that resembles Mega-man/Broforce. It will be a side scrolling platformer with many levels. The hero will have to overcome enemies and obstacles to clear the area.

**DESCRIPTION OF USER INPUT:**

The hero will be controlled by ‘WASD’; holding shift will make the hero sprint, ‘E’ to throw a grenade, and spacebar to shoot.

**DESCRIPTION OF PROGRAM OUTPUT:**

Based on user inputs, the hero will move through the levels to reach the end and continue to the next one. Obstacles include enemies, spikes, and destructible boxes.

**Release Schedule (the second half of Specs Sheet)**

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| **Version** | **Release Name** | **New incremental features of this release** |
| 1.0 | [Alpha Hydranoid](http://bakugan.wikia.com/wiki/Alpha_Hydranoid) | Create and import a map/level (using Tiled) with solid tiles. Have hit detection with Box2D on the hero |
| 2.0 | [Apollonir](http://bakugan.wikia.com/wiki/Apollonir) | Create ambient lighting using Box2DLights |
| 2.1 | [Blade Tigrerra](http://bakugan.wikia.com/wiki/Blade_Tigrerra) | Hero becomes animated |
| 2.2 | [Clayf](http://bakugan.wikia.com/wiki/Clayf) | Non-infinite jumping using contact listeners in Box2D, and the hero can run instead of walk |
| 2.3 | [Dragonoid](http://bakugan.wikia.com/wiki/Dragonoid) | Spikes |
| 3.0 | [Dual Hydranoid](http://bakugan.wikia.com/wiki/Dual_Hydranoid) | The hero is able to shoot |
| 3.1 | [Exedra](http://bakugan.wikia.com/wiki/Exedra) | Menu |
| 3.2 | [Fourtress](http://bakugan.wikia.com/wiki/Fourtress) | Destructible tiles (get destroyed when shot at) |
| 3.3 | [Frosch](http://bakugan.wikia.com/wiki/Frosch) | Falling/Disappearing tiles (ex. For bridges) |
| 4.0 | [Griffon](http://bakugan.wikia.com/wiki/Griffon) | Animated enemies that can do basic movements, can be shot at, and fire back when the hero is close |
| 4.1 | [Juggernoid](http://bakugan.wikia.com/wiki/Juggernoid) | Add audio/sound effects |
| 4.2 | [Lars Lion](http://bakugan.wikia.com/wiki/Lars_Lion) | Unlockable weapons (different weapons are picked up throughout the level) |
| 4.3 | [Monarus](http://bakugan.wikia.com/wiki/Monarus) | Special abilities (eg. speed up, grenades) |
| 4.4 | [Naga](http://bakugan.wikia.com/wiki/Naga) | Fire/explosion animations |
| 5.0 | [Oberus](http://bakugan.wikia.com/wiki/Oberus) | HUD with timer, current number of special abilities, and number of lives left |
| 5.1 | [Preyas](http://bakugan.wikia.com/wiki/Preyas) | Multiple levels |
| 5.2 | [Serpenoid](http://bakugan.wikia.com/wiki/Serpenoid) | Airstrikes |
| 5.3 | [Siege](http://bakugan.wikia.com/wiki/Siege) | Checkpoints throughout levels |
| 6.0 | [Stinglash](http://bakugan.wikia.com/wiki/Stinglash) | Bosses at the end of the level |