Recreation of Rampage Gameplay

CS360

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For Micheal Galloway

Project Overview

The main goal of this project is to recreate one level of the game Rampage as close to the original as possible. We must create the game with accurate sprites which we have found some through Spriters Resource, backgrounds which will be more difficult than we thought because there are no background sprites for the game on the internet that match the art style we have found, and mechanics which will not be so bad to implement. The sound effects of the original game are also hard. With limited resources on the table, we are prepared to do whatever it takes to make it as accurate as possible. Mr. Galloway also wants us to document whatever we have done in our project so he can be sure that everyone in our group does our part. All members are expected to use Unity because there was no other platform that we could use to create games.

Project Scope

The scope of this project includes

* An exact replica of the Rampage game
* should run smoothly on Unity
* The game should include a login system for other players