**INITIAL PROJECT SPECS**

NAME: Patrick Duncan

PROGRAM OVERVIEW:

The program will be a 2D action game that focuses on fighting more than platforming. A Roman Legionnaire is on a mission to avenge his legion that fell to a terrible monster. I am not trying to emulate any “real” games.

DESCRIPTION OF USER INPUT:

The arrow keys will initiate movement. At this current time the hero will only be able to run left and right. Pressing the letter “Z” will cause your hero to swing heavily. Letter “X” will cause you hero to strike quickly. Letter “C” will block. Letter “P” will pause.

DESCRIPTION OF PROGRAM OUTPUT:

There will be a background that changes based on how far you are in the game. Clouds and a sun will be outputted. The Roman hero and the enemies will of course be rendered. There will 3 minions (2 sorcerers and a knight) and the boss that destroyed the legion. There will be epic music when he comes on stage, from Pacific Rim. The fight with the boss will be multi-staged. The first stage will be the boss throwing rocks at you and the second stage will occur when you walk to a certain distance towards from the boss, around halfway, the boss will start attacking you with melee. The program will also output the health of the hero and the enemies. Healths will be in a panel.

STRUCTURE OF YOUR DATA THAT WILL BE STORED IN TEXT FILES

When they start the game there will be a load or new game option.