**INITIAL PROJECT SPECIFICATIONS**

**Program overview:**

The game will be a 2 dimensional duck-hunting simulator with in-game currency and upgrades. When the user is in the camping area they will have the option of entering the shop, where they can purchase items (ex. backpack upgrade), weapons, and ammo. When the user exits the camp area and enters the hunting area, they will stand in one spot, behind a fence. Ducks will start to fly toward the user and they will need to kill the ducks before they reach the fence. If the user is unable to do so, they will get three chances before the level is over, but once the health is used up they will not receive money for that level. If the user does complete the level, the dog will collect the ducks and the user will receive money based on the level.

**Description of user input:**

A: will move the user left

D: will move the user right

Left click: will fire your gun where your cursor is located/when in shop you can click buttons to purchase items

Space bar: to swap guns(if certain upgrades are purchased)

**RELEASE SCHEDULE**

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| 1.Background | Background image, character on screen and character movement |
| 2.Boundaries.1 | Map boundaries(Moving to the next screen or into the shop) |
| 3.Boundaries.2 | Second screen boundaries(Starting the round) |
| 4.Flying | Ducks flying once round starts |
| 5.Health | Loss of health(reset game) |
| 6.Hit Detection | Implement the shooting of ducks(hit detection) |
| 7.Gravity | Add gravity to dead ducks |
| 8.Cash Collect | Add duck collection to get your cash(Only if round is completed) |
| 8.Rounds | Add next rounds/Highscore |
| 9.Upgrades | Get the shop running(upgrades) |
| 10.Bird Upgrade | Add new birds to hunt |