Final Specifications for Gauntlet

Andrew Si, Chris Cheung, Nathan Lui, Som Pathak

*Gauntlet* is a 2D top down shooter game in which the user navigates a procedurally generated arena fighting a variety of enemies that try to kill the user’s avatar, or player. The user can choose to play as one of six classes that cosmetically change the player’s appearance. Once the user chooses a class, the game starts and the user must use WASD to move and use the mouse to aim and shoot at enemies. As users kill enemies, the player receives points and levels up. Leveling up increases players’ maximum health and damage output and replenishes a small portion of their health. When the player runs out of health, the game ends and the user can choose to play again.

*Gauntlet* makes use of LibGDX, a Java game development framework, which handles the majority of the graphics and audio backend for the game. Every single class in the game uses at least one of LibGDX’s libraries. Artwork, music, and sound effects in *Gauntlet* are all taken from the Internet.

Thegame is displayed using a multitude of Screens. A Screen is a LibGDX interface that represents an application screen and provides methods for displaying and refreshing a screen. *Gauntlet* has five Screens, which are Splash, MainMenu, CharacterSelect, GameScreen, and GameOver. At any given moment when the application is running, the user is viewing only one of the Screens. The Screens themselves are managed by a class called Malice. Malice extends a LibGDX class called Game that allows the application to have multiple Screens and controls which Screen is being shown to the user.

Splash is the most simple of the Screens. It is basically a credits screen that lists the names of the developers and a list of video games and websites which the developers got graphics and audio content from. After five seconds, the MainMenu Screen replaces the Splash Screen.

MainMenu is the main menu of *Gauntlet*. It displays two buttons which give users the option to exit the application or play the game. If the user selects the play game button, the CharacterSelect Screen replaces the MainMenu. CharacterSelect shows several buttons corresponding to each class and lets the user choose a class to play as in the game or click the exit button to close the application.