

CSE4200 Project Abstract: Pirates in Space

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Our group has decided to develop a 2D platforming game for our project. We have chosen to use the C++ programming language to handle the game logic and the OpenGL graphics library to render the graphics for the game. The game will feature a player character that will navigate through a two-dimensional environment. The objective of the game will be to reach the end of the level. To implement these features, our group will need to define important mechanics such as player movement, collision detection, defining a way to end the game, and some physics components. We will need to ensure that player movement is smooth and responsive, and that the player can jump between platforms with ease. Collision detection will be essential to ensure that the player character does not pass through objects, while also detecting when the player collides with obstacles. Defining a way to end the game is also crucial to provide a clear objective for the player. We will need to ensure that the game ends when the player either successfully completes the level or fails by falling off the platforms. Also, we are considering adding some three dimensional objects as well to enhance the visual appeal of the game.