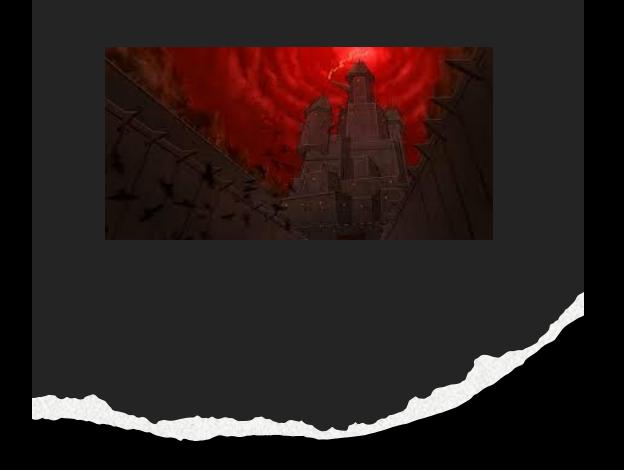


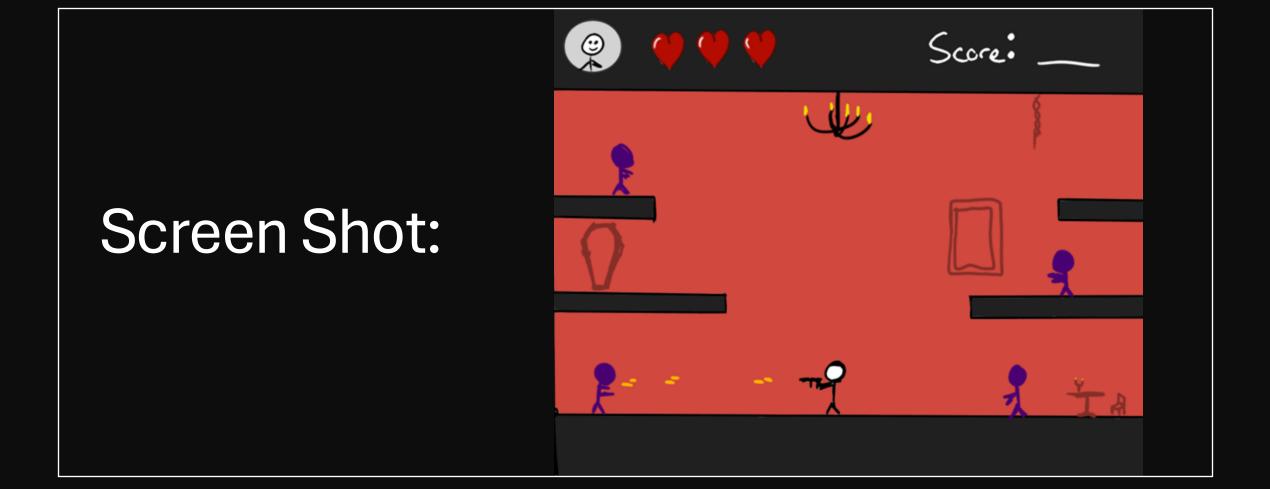
30 seconds of fun

You are a professional bounty hunter. Your role is to hunt down monsters. One day you entered a dark monster-infested vampire castle. By using your powerful guns, you fight through endless waves of monsters.



Gameplay

- The game takes place in a vampire's castle, in which the player is ordered to kill the monsters that try to attack the player with the guns that are provided.
- The player has a limited number of lives. Lives are lost when the player gets hit by a monster. Once all lives are depleted the player has lost the game. The final score depends on how long the player survives and how many monsters have been defeated.



Features

- Shooting
- Movement (jumping, walking)
- Score
- Lives
- Gravity
- Respawning
- Vectors
- Main Menu

Skills Students will use

- Classes: Player, Enemy, UI.
- Functions: MovePlayer, animateJump, etc.
- Graphics: Sprites, Animations.
- Software: Visual Studio, Aseprite.
- Source Control: git and git hub.
- Git commands: branch, pull, checkout.
- Documentation and Teamwork.

Pillars

- Player movement, shooting and animations: approx. 40%
- Enemy Al and animations: approx. 40%
- Main menu and HUD: approx. 20%

Elements

- Visual Asset creation [15]
- Menu System [10]
- HUD [10]
- Basic Game Play [20]
- Graphics [20]
- Advanced Game Play [10]
- Project Management [5]
- Advanced Graphics [5]
- Video [5]