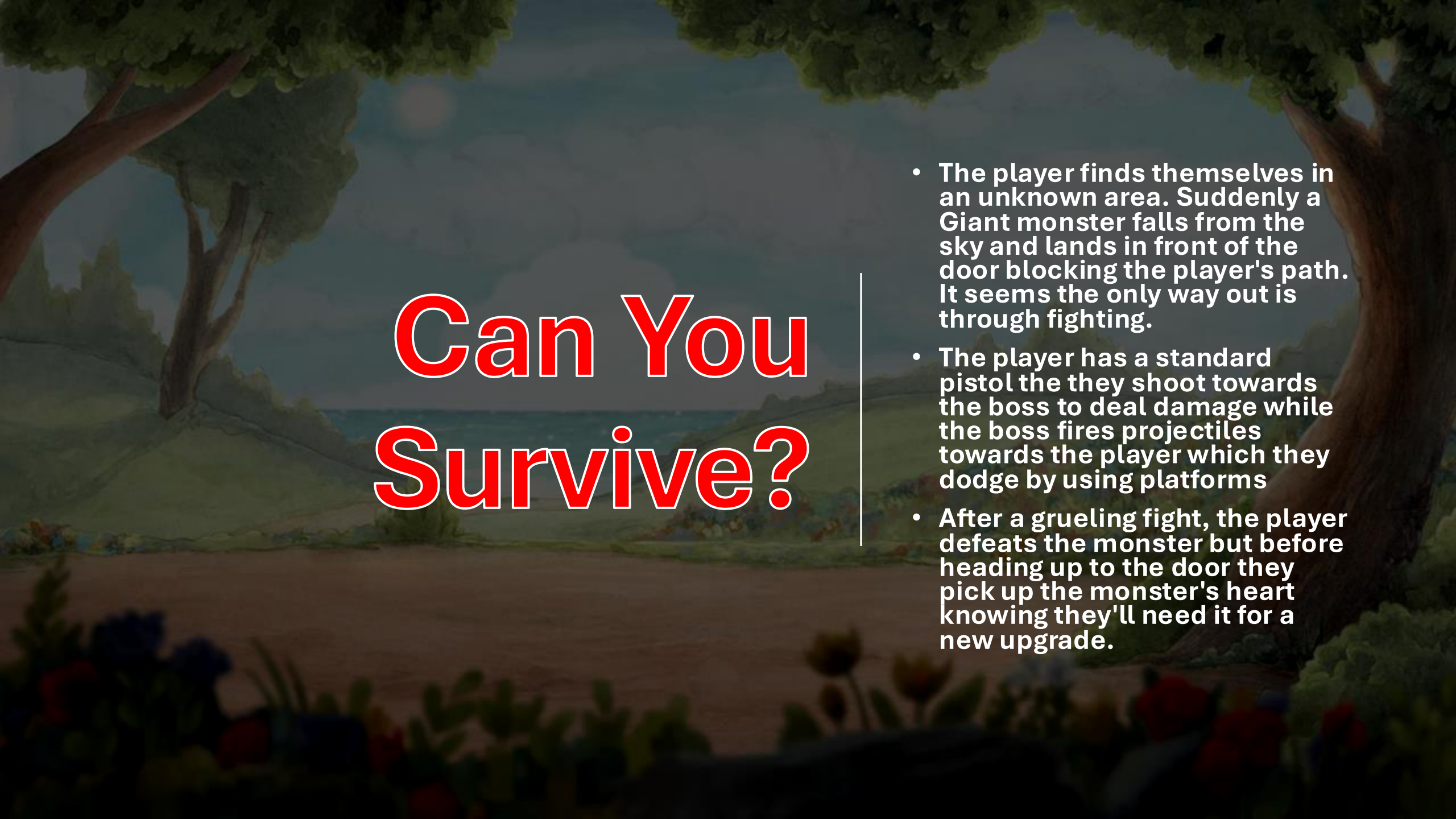


A painterly landscape featuring a wide river in the foreground, flanked by large, leafy trees. In the background, there are rolling green hills and jagged mountains under a cloudy sky. The foreground is filled with out-of-focus flowers in shades of blue, red, and yellow.

Man V Monster: The Game

By Oisín Fanning



Can You Survive?

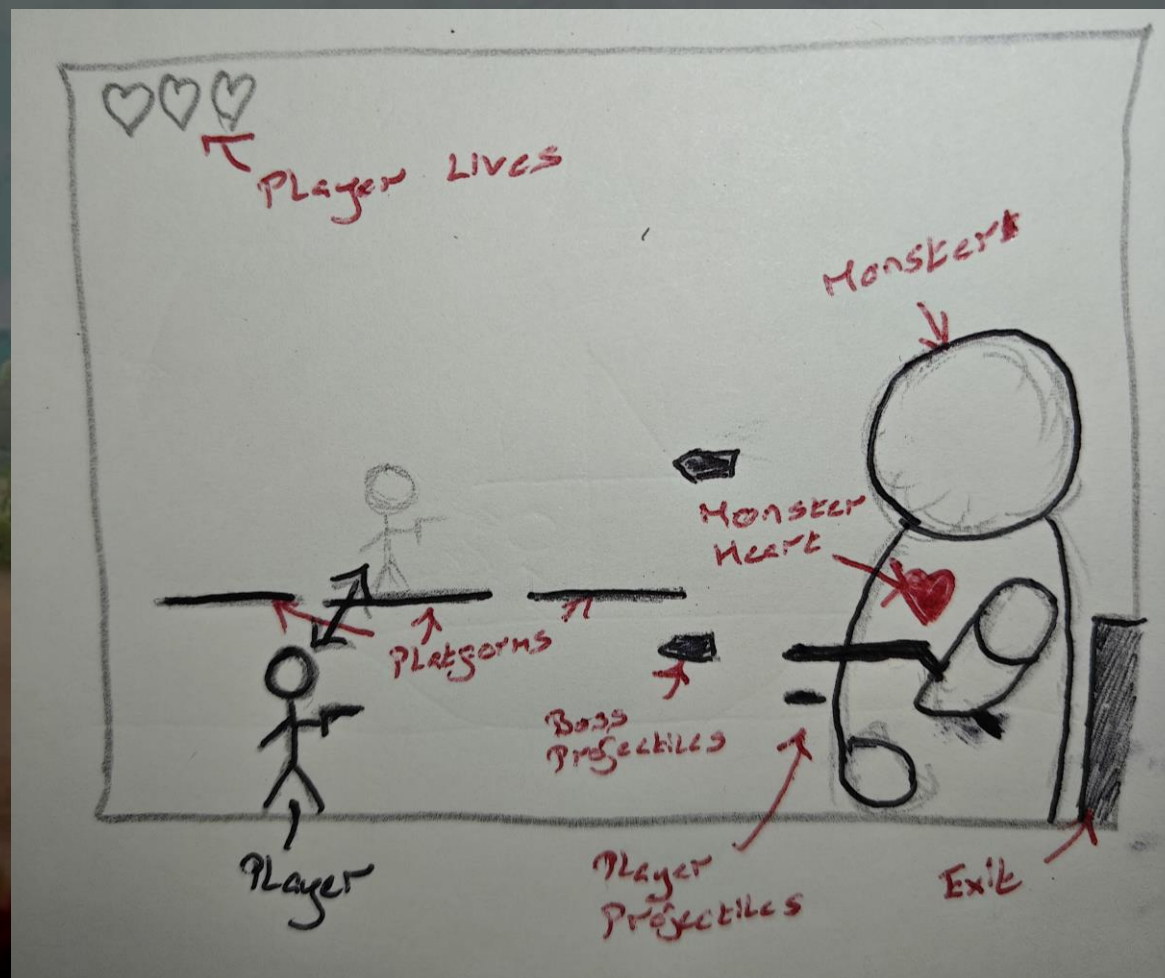
- The player finds themselves in an unknown area. Suddenly a Giant monster falls from the sky and lands in front of the door blocking the player's path. It seems the only way out is through fighting.
- The player has a standard pistol the they shoot towards the boss to deal damage while the boss fires projectiles towards the player which they dodge by using platforms
- After a grueling fight, the player defeats the monster but before heading up to the door they pick up the monster's heart knowing they'll need it for a new upgrade.



Backstory

- The player awakens to find themselves in an unknown area. The landscape warped to make it seem like an arena of some kind, though at the far wall sits a door to freedom.
- Suddenly a Giant monster falls from the sky and lands in front of the door blocking the player's path. It seems the only way out is through fighting.
- Once the player defeats the monster, they acquire its heart which is said to contain vast amounts of power.
- Defeat the boss and use its heart to get stronger but be warned he gets stronger with you.

Screen Shot



The background is a dark, atmospheric landscape painting. It features a river or stream in the foreground, with large, leafy trees on either bank. The sky is dark and cloudy, and the overall color palette is muted, with greens, browns, and greys. The word "Features" is written in a large, bold, yellow font with a white outline, positioned in the center-left of the image.

Features

- Shooting
- Jumping
- Weapon Upgrade
- Monster Heart Collection Tracker



Skills The Students Will Use:

- ***Documentation*** (Documenting the concept docs and adding comments their code)
- ***Software Programs*** (Visual Studio to code the project, Aesprite to create sprites for the game)
- ***Teamwork*** (The students work together and break up the work so it's easier to manage)
- ***Graphics*** (Adding Sprites to the player and world around them, Adding animation to the world to make it more enjoyable to play)
- ***Classes*** (Classes for the Player, Player Projectiles, Boss and Boss Projectiles)
- ***Source Control*** (Git and Git Hub so that the whole group can work on the project at the same time)



Elements

- **Graphics**
 - Sprites, Text, Text Font, Sprite Animation, etc....
- **Menu**
 - Weapon Upgrade Menu, etc....
- **HUD**
 - Player Lives, Current Equipped Weapon, etc....
- **Audio**
 - Loss of Life Sound, Hit marker Sound, Jump Sound, etc....
- **Visual Assets**
 - Drawing the screen from Front Facing perspective
- **Video**