BASIC PLATFORM GAME

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Project Description:

Our project is a video game similar to Donkey Kong used in the arcades back in the days. It will feature a couple levels all different and will get harder the more you progress. We have not yet decided how similar to Donkey Kong the game will be, but in general there should be enemies moving around and you will try to kill them or avoid them while scoring points and doing so the fastest possible. The database will include a tracking system for points and will keep track of the high score, which can be viewed in the start menu. The database will also include all the maps, background, enemies, main character and images needed for the game.

Technologies:

Windows 7-10

We will use C# language in Visual Studio 2015 and Azure database system.

Special features:

Some boss enemy AI will be a lot more advanced that what we have learned.

Challenging Items:

We will work a bit more on the AI to make it a competitive game which is fun to play and is different than old games.







