Cannon Clash Features Doc

Grade aim: G

The game has two players, armed with a cannon with adjustable firing force and explosive projectiles. The player is allowed to fire once, after which the turn is passed on to the other player. There's also an aim function which gives the player an estimate of the projectile launch trajectory. The player has 40 seconds to take his turn, after which the turn is passed on to the opposing player. The game is won when the opposing player is dead. Each player has a hud indicator for their own health but not that of the other player and the players have a couple of simple animations as well.

The environment of the level will shield the player and will break if taken to much damage. The level additionally has a few health pick-ups. As you might expect, trying to walk on the lava is inadvisable. Level floors and walls cannot be broken.

There's also a very simple main menu implemented, as well as some basic sound effects.

Key bindings

Left mouse button: fire

Right mouse button: launch trajectory line

WASD: movement control

Space: jump

P: pause

E: increase fiering velocity

Q: decrease fiering velocity