Computer Science Proposal

Our game will be a top-down shooter with a slight open world perspective. The game will consist of 3-5 levels (depending on how hard they are to design and make). Each level will begin on the main map and may require the player to move around the map and/or enter buildings to complete the level. Each level will reward currency based on how well you accomplish each mission. Enemies killed by the player may also drop a small amount of the same currency and perhaps ammo/weapons if they are armed. The player can use the currency to buy weapon refills and weapons as well.

The playable character will be known as *Super Hitman* (stylized as S-Hitman). He is known as that because he is the hitman who takes out hitmen. He will only have one skin but will have different sprites for when he is holding different weapons. So far there will be a pistol with the ability to dual-wield with 2 pistols, a submachine gun, and a shotgun. There may also be some other weapons like a bazooka or some overpowered hard to unlock weapon. There will also be melee weapons like your bare fists or a knife.

The sprites will be designed by us but will be very simple and not very detailed. As for the game screen, there will be a health bar which will decrease if you are hit by enemy AIs. If the entire health deletes, the player will have to restart the level from the beginning. There will also be the amount of currency that you possess which can be used to buy weapons and ammunition. There will also be a game score. When the player hits an enemy, a score will be displayed and will be added to the total score. A rating will be displayed based on your score (rating will start with a letter signifying the grade(S, A, B, C, D, S being the best rating, D being the worst).

There will be multiple types of AIs. There will be a peaceful civilian AI as well as characters that have missions for the player and AIs that attempt to kill the player. The civilian AIs just roam around town in random directions and can be killed. As an added feature if we have time, they would scatter if a gun is fired nearby. The AIs that have missions for the player cannot be killed and give the next mission to the player if the player approaches them. The last type of AI will be the enemy AIs. They will be the most complex and there will be multiple different types. Enemies that attempt to kill the players will attack if they come into a certain radius of the player, the radius increases if the player shoots a bullet to make it seem as though the enemies hear the player (not see them). They will shoot at the player’s current position. If they are killed, they will drop their weapon as well as some of their ammo. There will also be some enemies that must use melee attacks to harm the player and so they will charge the player. Enemies can also friendly fire each other. The aim of the game is to kill every enemy in each level without dying.