INITIAL PROJECT SPECS

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PROGRAM OVERVIEW:

2 Player Tron game. Players will control a vehicle that releases a permanent trail that will kill anyone who touches it. They will drive on a map until someone runs into the trail, or the map becomes completely full of the trail resulting in a player dying. The player who survives, wins.

DESCRIPTION OF USER INPUT:

There will be 2 players that control a vehicle. Player 1 will control with WASD and can boost with Q. Player 2 will control with arrow keys and boost with P.

DESCRIPTION OF PROGRAM OUTPUT:

There will be a map, and 2 player controlled vehicles that move on the map. Trail from each vehicle will be displayed on the map.

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| **Release Name** | **New incremental features of this release (or Scratch specification)** |
| **1.0** | **Map** |
| **1.1** | **Vehicles on map** |
| **1.2** | **Vehicles moving** |
| **1.3** | **Hit detection on map** |
| **1.4** | **Loss/Win screen on hitting boundary** |
| **1.5** | **Trail** |
| **1.6** | **Adding hit detection to trail** |
| **1.7** | **Loss/Win screen on hitting trail** |
| **1.8** | **Main menu** |
| **1.9** | **Play button** |
| **2.0** | **Help button** |
| **2.1** | **Add 3 boosts per player** |