Final Project Documentation
for UTM CSCI 352

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Abstract

The project is a 2D sidescroller game programmed in c-sharp on a WPF platform. It is an old style game similar to Castlevania in design. It is a throw back to the golden age of games! Pixel art and large hit boxes. It can appeal to the younger generation as a simple game to play when they are bored of their AAA games, and to older generations that enjoy throw-backs to games like the first ones they ever played.

1. Introduction

This project is a video game. Not just any video game though! It is a side scrolling platformer that we programmed from a blank WPF application up. It will include the ability to walk, jump, and attack enemies. The user is to fight enemies for in-game currency to buy upgrades to be able to get further in the game on the next run. By that I mean one "run" is how ever far you get until your character runs out of health(displayed on screen). All currency received is added up from all the runs completed.

The motivation for this is that my partner and I grew up playing video games, and having the opportunity to create something like what we played when we were younger, is one that we could not pass up. It is not going to be super technical for today's standard of video games, but it is defiantly going to be a challenge to learn how make and create the game in the time limit of one scholastic semester.

1.1. Stretch Goals

1) Leaderboard and or multiplayer support. 2) Buy in-game currency with real money. 3) Level editor