Team Oh
APCS2 pd2
Final Project Proposal
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Teemo Run

This is a 2D skill-based singleplayer game. The player controls Teemo, the main character. The player moves Teemo by pressing the W, A, S, and D (W is up, A is left, S is down, D is right) keys . The player controls the direction Teemo aims at with the mouse, and fires his blowgun with the left mouse button. Enemy minions spawn at random positions at least a certain distance away from Teemo's current position. They move in a random direction once spawned, and will continue to move in a straight line at a constant speed, and bounce off any walls they run into. They shoot at Teemo while they move. When Teemo kills a minion, there's a chance that it drops an ability, diamond, or coin (10*, 20*, or 40*). Teemo has to run to them to pick it up. If they don't get picked up, they will despawn after a certain amount of time. Collected abilities are stored in a **queue**, and are activated by pressing [space]. Teemo "dies" when he touches or is shot by a minion. As time passes, the minions get more health and are spawned more often. Your final score will be determined by your survival time and your coin/diamond pickups. The program is intended to be used as a form of entertainment by an individual.

<u>Abilities</u>
- **Boost** - Significantly increases Teemo's movement speed for 5 seconds. He becomes invincible and kills every minion he touches.
- **Twin** - Doubles Teemo's attack damage for 20 seconds.
- **Upgrade** - Permanently increases Teemo's attack damage by 10.
- **Magnet** - Attracts nearby abilities, coins, and diamonds for 20 seconds
- **Trident** - Teemo shoots at additionally 2 diagonals for 20 seconds
- **Ghost** - Increases movement speed for 15 seconds
- **Angel** - Revives Teemo if he dies in the next 15 seconds.

<u>Additional Features (if there is time)</u>
1. Different minion types
2. Bosses
3. Pausing/unpausing + menu functionality (user experience)
4. Scoreboard (keep track of local scores)
5. If possible, advanced character/enemy models

6. Ability: Makes the next minion hit an ally (helps shoot at enemies, can be destroyed and can't be controlled by player)

Possible Classes:

~TeemoRun ~Bullet
~Teemo ~Coin
~Ability & subclasses ~HighScores
~Minion