**Games Logic and Design project**

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**How to play?**

There are two players in our game. Both players have three lives, which are showed as C:\Users\mac\AppData\Roaming\Tencent\Users\406500939\QQ\WinTemp\RichOle\C[~~YCLLKR@M8216Y$GQ(4Q.jpgin the top of the screen.

**Player1: **

Name: Anderson

Skill: he can avoid the attack of enemies, for example,  . He can get the avoiding cross to get an attack skill, which will generate a chasing penguin C:\Users\mac\AppData\Roaming\Tencent\Users\406500939\QQ\WinTemp\RichOle\E_87W7L9BE`[_O0~`4@D~%R.jpgto chase Player2.

How to control: the user can use keyboard “w”, “a” ,“d” to let the player1 jump, move left, move right.

**Player2:** **C:\Users\mac\AppData\Roaming\Tencent\Users\406500939\QQ\WinTemp\RichOle\`JSOVD`S4ZY{AE[}@{SU6J8.jpg**

Name: Ian

Skill: He can shoot the bullet C:\Users\mac\Desktop\QQ截图20120505143556.jpg to attack player1, at the same time, he should avoid the attack of the enemies. If he touch the enemies ,he will lose one life.If he touch , his speed will lower for 5 seconds.He can also get the cross , which will give him another kind of weapon, which is a shotgun with three bullets each time, at the same time, his speed will becomes lower. To eliminate the enemies, the player can shot it or jump on the top of the enemy, just like super Mario do. Just be careful that you can just jump on the top of the enemy, or you will lose one life.

He can also get the avoiding robotto speed up for 5 seconds.

How to control: the user can use keyboard “up”, “left” ,“right” to let the player1 jump, move left, move right.

press “enter”to shot the bullet.

press keyboard “p”to choose the shot gun, and press keyboard “l” to remove the shotgun. He can also press “o” to change to the normal bullet.

**Programming Requirements**

**- It must use particles**

When the player2 shot the player1 with bullet, the particles will be generated on the body of player1.

**- it must use some AI**  
the chasing enemy. 

The avoiding enemy. 

**Game Design Requirements**

- **Given whatever your chosen type of game , (ie plattformer, RPG, etc) it must have at least one element of another type**

This is a multiplayer game with the element of action game, shooting game.

**- There is a weight element. Either within your game or one of your characters must be limited by the weight it can carry.**

The player2 can get the shotgun, when he get the shoot gun, his will speed down. He can also remove the shotgun, after that, he can comeback his speed as usual.