

Bullet Brawl

Story:

This game is inspired by fighting games such as Super Smash Bros. and draws heavily upon its gameplay mechanics and objectives, however, rather than melee combat Bullet Brawl will focus on ranged combat via guns.

Bullet Brawl is an action-packed multiplayer game designed for 2 (but can support up to 4 players). Each player starts with three lives and a basic weapon, but the real excitement begins as they fight to knock each other off the platforms to reduce their opponent's lives to zero. When players get hit with bullets they are knocked back and the goal is to knock your opponents off the platforms using well-placed shots while being careful not to fall off yourself and remain the last one standing to win. Weapon mystery boxes also spawn at random times around the map and these boxes yield new and exciting weapons. Power-ups also make appearances, adding an extra layer of strategy to the chaos.

Technical Elements:

- **Gameplay Logic/Mechanics**
 - The game requires a minimum of 2 players but can support a max of 4
 - Each player starts with 3 lives with a default weapon (can support changing this value in the main menu)
 - Players pick up new weapons by walking to a mystery box that spawns at random times and at random points on top of the platforms of the map
 - Players can pick up powerups by walking to the power-up that spawns at random times and on random points on top of the platforms of the map
 - The objective of the game is to knock other players off of the platforms by knocking them back with the projectiles shot from guns
 - The winner is the last one standing; the one which has >0 lives while all others have 0
- **Rendering**
 - 2D side view of the playable area in a fixed frame size
 - Pixelated background within a 2D view
 - Dynamic elements such as players, guns and projectiles need to be rendered along with static elements like the platforms
 - Start screen, pause screen and final victory screen
- **User Input**
 - Player 1: WASD to move, J to fire and K for throwables
 - Player 2: Arrow keys to move, 1 to fire and 2 for throwables
- **Assets**
 - 2D pixel models are required for the player
 - Various 2D pixel models are required for the different guns
 - Pixel models for the powerups and mystery box
- **AI**
 - Enemy player AI for singleplayer
- **Physics/Simulation**

- Collisions for platforms, platers, projectiles and explosives
- Basic gravity for players
- Projectiles
 - Will travel horizontally along a set path from the point that the player shoots
 - Projectiles knockback all other players
- Destruction
 - Platforms highlighted in red can be destroyed by explosives/explosive weapons (RPG, grenades etc.)
- **Animations**
 - The player's animations for walking, shooting, picking up weapon
 - The gun animations for shooting and reloading
 - Misc animations:
 - Platforms getting destroyed
 - UI transitions
 - Menu to game
 - Start of the game (ready....start!)
- **Audio**
 - SFX for guns, players, weapons, environment and misc. UI and game

