**Title of the game:** Super Fighting Robot Zero

**Summary:** This game is based off of the Megaman series of platforming games. In my game, you play as the super fighting robot, Zero, as you traverse a premade level to defeat a rampaging robot boss at the end of it.

**Objective:** Play as Zero equipped with his Z-saber and Z-buster as you traverse through a level filled with enemy robots to defeat the boss at the end.

**What I Plan To Accomplish:**

* Sprite animation of zero and his movements in air, ground and while fighting
* Side scrolling level with moving platforms and pre-set enemies
* A couple of enemy types with basic movement and attacks
* Final Boss and a new screen at the end with a basic attack pattern
* Zero’s chargeable projectile weapon and melee weapon
* Health bar and pickups to recover it
* 2 modes Normal and Classic mode (Classic will be harder)

**What I Hope To Accomplish:**

* The addition of a multiplayer mode with 2 distinct characters
* Multiple complex enemies with more complex attack patterns
* Boss with complex movement and attack pattern
* Make the melee weapon chargeable
* Implement a dashing and wall jump mechanic
* Create a more complex level with the addition of dashing and wall jumps

**Screen captures of Megaman X and Zero:**

