**OOP Final Project Synopsis**

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The game would consist of an interactive main meu with hover and click affects as well. The main menu would consist of 4 screens to prompt to which will be of exit, sound, difficulty and new game.

In each of the screen there are further option like for exit we would give functionality to go back or confirm exit, sound screen would have on off and intensity levels, difficulty would have 3 option.

New game would prompt the user to map selection screen where user would have total of 18 options to choose the arena from. After the selection of arena, we would prompt user to player selection screen, where there would total be of 10 players to choose from.

Within game there would be a health bar and power bar which would indicate the life and special power capability. The round would be total of 90 seconds. The user would be playing against computer. Rules and instructions with moves of each player are yet to be decided.