# Crawl&Shoot

Dilano Emanuel Jermaine Doelwijt

- Senior Computer Science Exchange Student from Vrije Universiteit

Dungeon Crawling shooter

- **I want/wanted to make use of the box2d physics engine. For my game. The first thing that came to my mind was a dungeon crawler.**
- **The style will be really simple pixel art or just simple shapes with dark relaxing colors. This depends on how much time I have left.**
- **The game will have a set amount of "randomly generated" rooms in which you beat enemies. And a final room with a boss.**

-Box2D will allow the player to interact with objects in the game.
-For example you can push boxes around and your bullets will push enemies back.
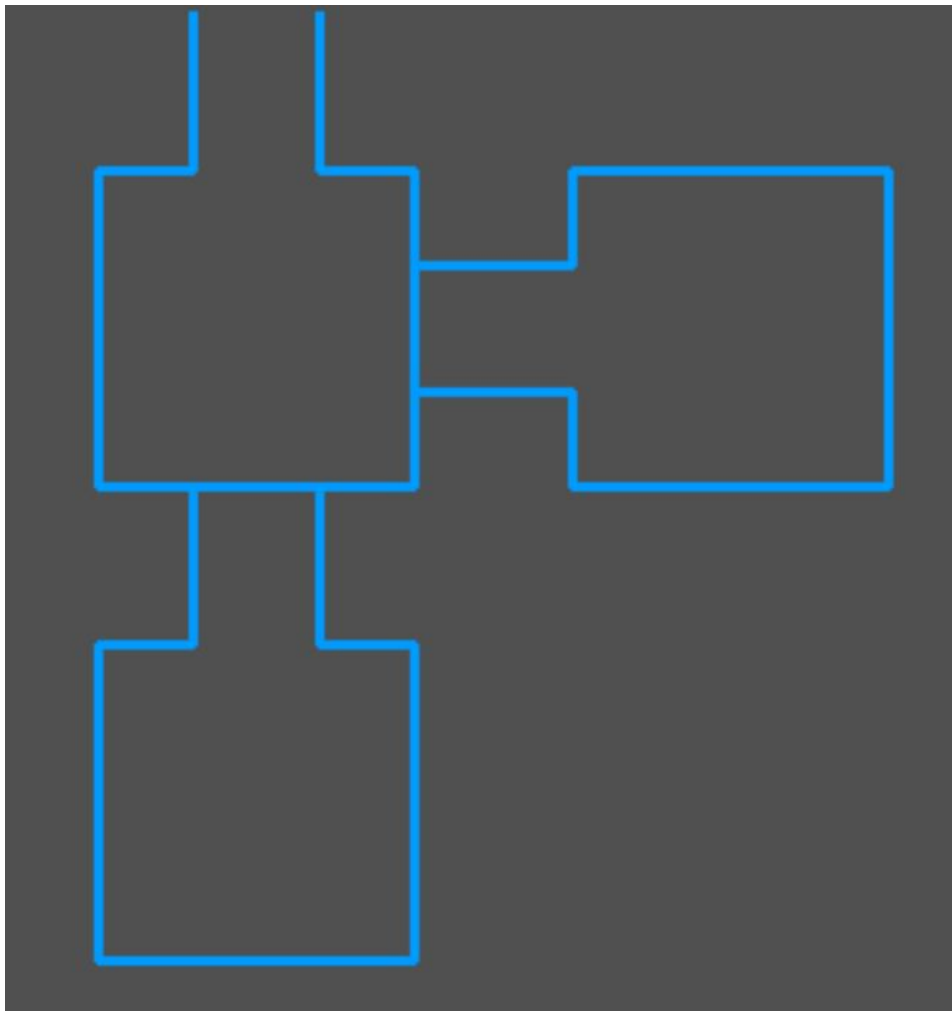
Sketch

The game will be set in rooms like this. They will be bigger in the final version. And will contain enemies. This is a screenshot of my current progress

Game Over

20 minutes till dawn

Into the gungeon