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Cpts 487

Project Vision

Waves of Enemies:

First Wave: Will last 30 seconds and the grunts move slowly and do not aim at the player and will take 1 shot to kill

First Boss: This boss will last 30 seconds and aim at the player, it will have the health of 20 grunts.

Second Wave This will last 45 seconds, and the grunts will move faster and take 2 shots to kill

Second Boss: This boss will last 45 seconds and aim at the player, this boss will have the health of 20 wave 2 grunts. It will have multiple different stages of attacks as more damage is done to it.

Player Lives:

The player will have a base 3 lives and have the ability to gain another life with a powerup. The player will lose 1 life every time it is hit with a cooldown before it can take damage after a hit. The player will respawn at the bottom of the screen losing any powerup they had.

Powerups:

There will be a health powerup and a couple other powerups that change the number and formation of the bullets the player shoots

Player movement: Will be done using the WASD keys and have another key for go faster and slower.

Score: The player will get 100 points for each grunt that is killed in wave 1 and 200 points for each grunt kill in wave 2. 2,000 points for the first boss and 4,000 for the second boss.