Game Time Spec

MVP

- 2 player 2D multiplayer game, each player controls their own actor using keyboard controls
- objective is to destroy your opponent while avoiding death
    - A player wins when they jump directly on top of the other player (like Mario)
    - Each play has the ability to throw a projectile to stun their opponent
        - Projectiles have a cooldown
- Levels will have platforms that players can jump on top of
- Gameplay mechanics are designed for fast-paced action
- Each player has 3 lives, player wins when opponent loses all their lives

Extensions

- Each player has a displayed health value that decrements when the player takes damage
    - Different moves/items will inflict different amounts of damage
- Use image/SVG sprites and other assets to improve the look and feel of the game
- Players can pick up items that spawn on the map
    - Items can be weapons, or health, or shields, etc.

Extra Extensions

- To make game harder - background/tiling map scrolls infinitely
- Camera zoom