

Game Programming
CISC 3660
Group H

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Basic Summary -
Title: Coin Man

The genre is Arcade 2D Platformer, because this is the game you would find at an arcade. It will a lot like Mario Bros, where it will be a sidescroller, and the camera will move with the player only. The player will be able to interact(kill or get killed) by enemies that are controlled by AI, and also get upgrades giving him different powers. For winning the game it is when the player reaches the end of the map without dieing. Also there will be a scorekeeper to keep track of how many upgrades you got.

Major Features:

Fahad Jameel - Collision Detection, Power Ups.
Omri M - Enemy logic, General gameplay logic.
Shaharyar Mian - Maps, Audio, Display Messages

Demo First Playable Target:

At least one full level of the game, with all major features implemented.