Peril of drizzle

Final Features

* Camera algorithm: The camera is always pointing at the “middle point” between all players. It changes the position to point at when a player dies. If one player remains, the camera changes to a regular following mode.
* HUD - score and life of characters: A health bar and a square (Special attack timer) is displayed above each character.
* Visual and auditive feedback: When attacks are done, a sound is made and the bullets are fired. As well as a visual countdown for the special attack (Or heal) and its corresponding sound (Different, according to player’s special ability). Sound when jumping and dying is also implemented.
* Background music: Continuous music through all the game.
* Mini-bosses: 2 mini-bosses that appear in the levels. Each one with 2 different abilities and animations.
* Healing ability: Alien (Green character) has a special healing ability (Instead of a special stack). It heals for 3 seconds any characters inside a 5-unit radius.
* Scene persistence: When finishing a level, and going to a new one. The player will keep his previous life and score. This means a player can start a level with less life than the starting one. If a player dies in a level, it won’t respawn in the new level.
* Character selection scene: When the game is started, the players can select which character to play. “a” button selects the displayed character, “b” deselects it, “RB” and “LB” changes the character, “start” makes the game proceed to the level selection scene. If a player hasn’t selected a character it will count as if that player doesn’t exist (To play with less than 4 players)
* Item recollection: If all coins are collected (And boss is killed), the players win the level, and can select a new one.

Design

* 3 levels: 3 different levels. The level can be selected in the level selection scene.
* Cover: Cover design for the game.
* Victory Screen: Screen to display when all levels are cleared.
* Game Over: Screen to display when all players lose.
* Credits: Screen to show credits.