

Almost DC Team Up!

The art in this game is inspired by DC comics. I will be drawing everything as cheap stick figures and using Paint.Net. My game will include 4 characters, 4 different types of weapons, and an environment enemy.

The four characters will be StuperMan (player 1), Bafman (player 2), Lexus Lutor (Enemy 1), and Trickster (Enemy 2). These characters will have hit points that will degrade when the environment or enemies attack them. Their attacks will be weapons only. They will shoot a unique missile to attack another character. When a character dies, they will freeze on the screen for a second then fall off.

The unique weapons will be a red laser for StuperMan, a boomerang, "Baferang", for BafMan, a green rock "CrypticNight" for Lexus Luthor, and a grenade for Trickster.

The environment will randomly send in Burning Asteroids (I am not sure why, but this battle needs more asteroids) from one side of the screen to the other. There will be some kind of warning to let the player know one is coming and from what direction.

At the beginning of the game the player(s) will choose player 1 or player 2 and which character. Then they will select one or two enemies and which character if only one. At the end of the game it will let them know if they win, their score, and final hit points. Then credit's will roll.

The audio will come from the Old Batman NES game song titled "Streets of Desolation" and "Streets of Desolation 2"¹. The game over music will be from the worst game created on the NES, Superman titled "Title and Menu Theme"². The intro music will be from TV's Justice League Theme Song³. Since this game is for a school assignment and I have no plans on selling the game I should be ok with the music legally.

I am zipping up all the Assets that will be included. I hope you enjoy.

¹ <http://www.khinsider.com/midi/nes/batman>

² http://www.nes-snes-sprites.com/NES%20Soundtracks/nes_soundtracks.html#Superman

³ <http://www.televisiontunes.com/Justice%20League%20Unlimited.html>