

Desenvolvimento de Jogos de Computadores

Type of Game

Projectile game. Where each player is in one side of a wall or gap and they need to send a projectile to the other side and try to hit the other player. The player should be able to walk in three dimensions.

Premise and Map the theme

As usual all the courses in FEUP have been always in an endless rivalry, but now it is time for the final battle that decides it all. Who is the best of all time? At start each player should pick a course and depending of the chosen one it will be enable for him a different kind of special power. For example Civil Engineering would be able to build something that will grant them a better defense, Electrical Engineering would be able to increase their attack damage with lightning and so on.

Mechanics in the game

The objective of the game would be to hit the opponent as many times possible until theirs health reach zero. Both players would have a platform where they could freely move and shoot at any time. The players would have to shoot theirs projectiles using a trajectory over the air in order to turn the game a little bit more challenging, controlling its direction and speed.

Game and Physics Engine

jMonkey Engine 3 (<http://jmonkeyengine.com/>) has built-in integration with Bullet physics engine.