

Title of the Game: Gulag

Authors: Andrew Villorrente and Gregory Miguell De Mesa

Description:

Gulag is a top-down two-player multiplayer shooting game.

The Game Gulag was inspired by the game Call of Duty: WarZone(Gulag) . It is a 1 v 1 battle between players who recently died in-game and you would be able to come back in the game if you win the battle. It also has obstacles on which the walls was inspired.

Mechanics and explanation:

- Each player will be able to move using W for UP, S for Down, A for Left and D for Right.
- Each player has 20 Hearts. For you to win your opponent's heart should be 0.
- Using SPACE BAR the player will be able to shoot bullets.
 - Each player will be able to have 30 bullets and should reload manually.
 - One hit = 1 heart
 - The bullet direction is dependent on where your mouse is.
- The map has obstacles or walls. With collision detection with the player and bullets. The bullets will not bounce on the wall.