BANG BANG

Done by:

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**The Project link:**

<https://drive.google.com/file/d/1h1E48D1PVtaub4-TeIlGYbs0dJrfeXo0/view?usp=sharing>

**The Project video: !!watch it.**

<https://drive.google.com/file/d/1R2lZpgOCHCloAFOY0LZTfNv1DkxsglYr/view?usp=sharing>

Summary

It is a turn-based game where the aim is to score the highest at the end of the round (when the main timer finishes, or when any of the players is destroyed).

# Description

this mechanic will push players to play efficiently and pick whether to collect powerups, destroy.

monuments for extra points, or simply shoot at the other player for extra damage.

Target Platforms

* Windows OS

Target Audiences

* Ages 8-24
* Indie Game Fans
* Fighting Game Fans

# Player Controls

The player uses the keyboard arrows. The left and right arrow are used for

the turret rotation and the up and down arrow are used to aim the turret up and down.

The player uses M1 (left mouse button) to fire the cannon.

Game Mechanics:

The main game mechanic is the firing of the turret. Each turret [character] has 3 hearts and every turn is equivalent to 10 seconds where the player can shoot infinite number of bullets. But it is not easy !! since the player will encounter many challenges on the way. Through trial-and-error, the player can get a feel for the distances and where they would need to aim.

Included Mechanics:

The first included mechanic is the obstacles.

* The wooden boxes under the powerups (potions) decrease the score by 1 if the player shoots at it.
* The tank explodes and causing fatal damage to the other player.
* The barrels, mailbox and many more are added across the field…

The second included mechanic is the powerups.

* The health potion (green): If the player was able to shoot and get the health potion, he/she needs to press H so that the health bar increases.
* The shield potion (yellow): If the player was able to shoot and get the yellow potion, he/she needs to press P so that the shield will be activated on the following turn. It is super cool try it!!
* The freeze potion (blue): it extends the player turn for another 10 sec, Press F.
* The fireBullet (red): It doubles the bullet power, Press Q.

The third included mechanic is the boss.

* At a certain point, the enemy appears and start throwing bullets everywhere!! Both players’ health will be affected if they did not join forces and destroy it.

Win Condition/Game Logic:

1. The end-game condition is to **destroy the other player by reducing its heath bar (heart system) to zero.**
2. The winning condition is **to have more score at the end of the game** when the time runs out.
   * The score increases by destroying some obstacles and avoiding the others! Plus, by collecting powerups.

UI Features:

1. Player1 wins or Player2 wins UI at the end.
2. The health bar system
3. Instructions for powerups
4. The collected powerups
5. The health bar of the boss when he arrives.
6. A countdown Timer