***Coliseum - High Level Requirements***

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**Overview:**

Coliseum will be a side-scrolling platformer-style boss-rush game. The core gameplay will involve controlling a character capable of basic movement and attacks to fight a single non-player agent per level.

**Section 1: Title Screen, Log In, Registration**

Upon loading the game, players should be shown a title screen with game art and be given the option to log in, register, or continue as a guest. Choosing to register will allow them to choose a unique username and supply a password for logging in in the future. After registration, the player should be redirected to the log in screen. Choosing to log in will allow the player to enter their username and password. These particulars will be checked against the database and the player will be allowed to log in only if a match is found.

**Section 2: Agents**

**2a: Player Character (PC)**

The PC should be able to move left and right, as well as be able to perform two layers of jump (short jump and long jump).

**Section 3: Environment**

The environment should consist of tiles that the player can walk on and background art that is purely aesthetic.

**Section 4: Additional features**

**4a: GAME OVER**

GAME OVER occurs when the player beats the level. A “game over” message should be displayed along with a fun graphic.