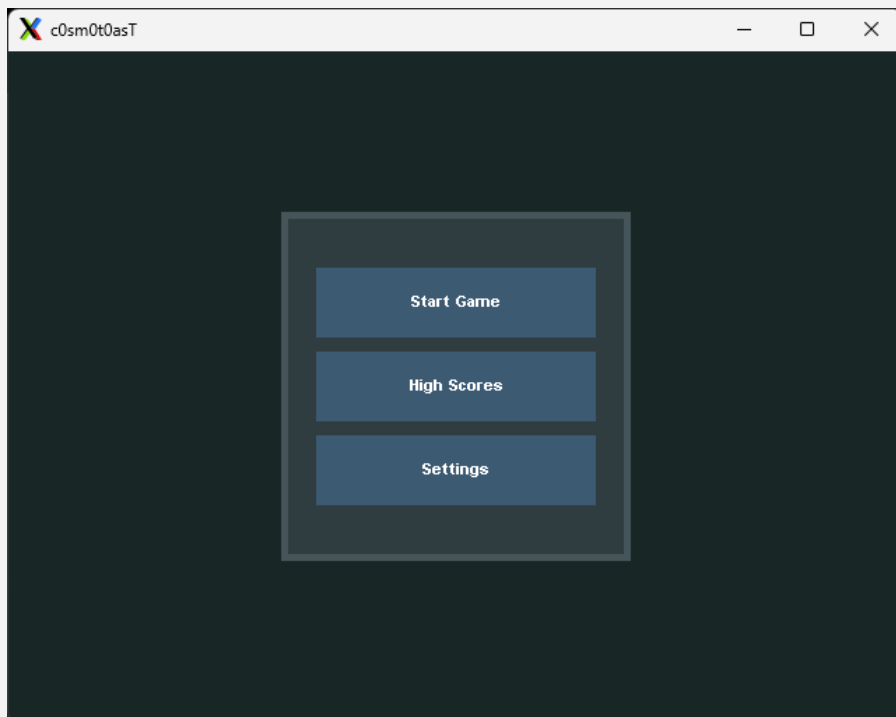


# PROJECT TITLE: Cosmotost

CMPS 3350 - Software Engineering

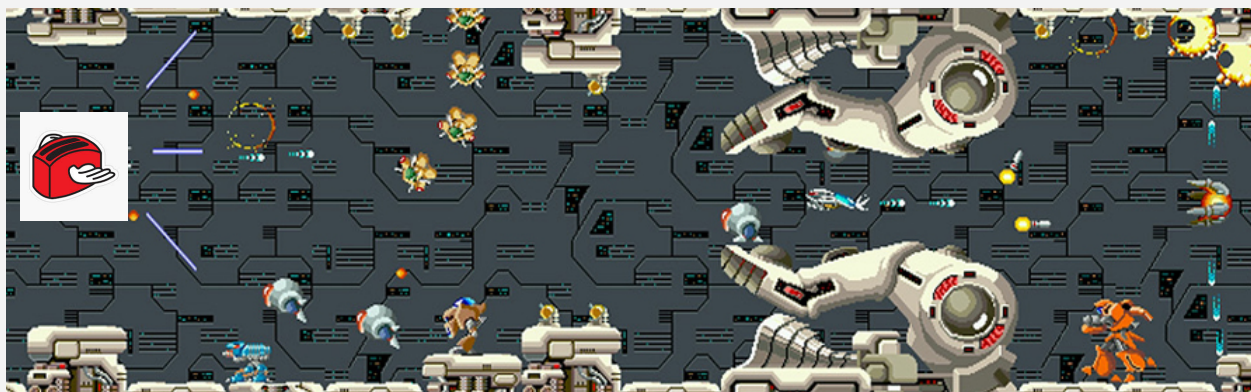
Group 1 Members: Daniel Torres, Ailand Parriott, Michael Kausch, Huaiyu Zhang

Date: February 10, 2023

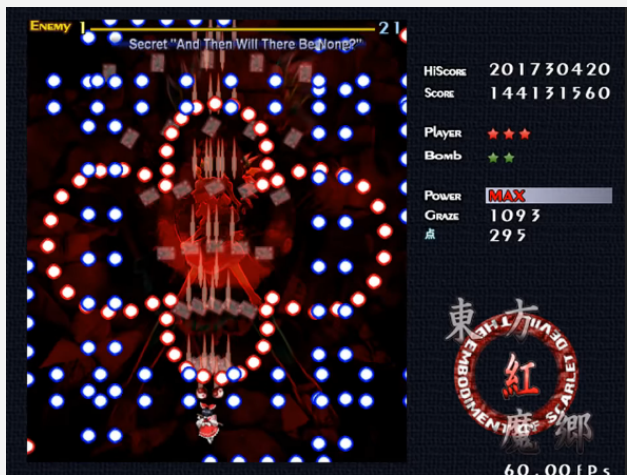


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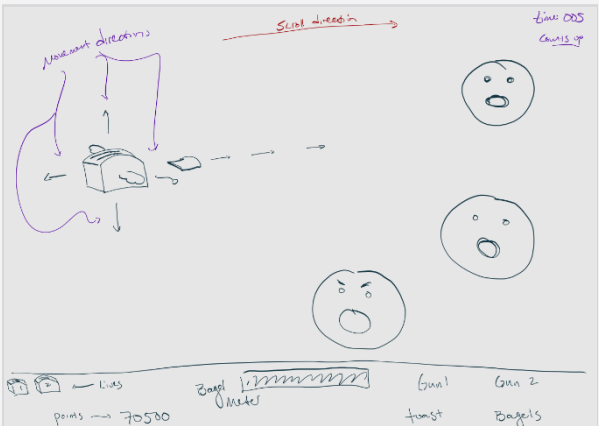
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(R-Type)



(Touhou)



# 2D Side-scroller Bullet Hell

## 1 Overview

A 2D side scrolling Bullet Hell game based on the likes of the R-Type, Touhou and Galaga series. You will be progressing through levels, facing off against a variety of enemies who fire projectiles at you. You are able to fire back. The goal of the game is to survive to the end and shoot as many of the enemies and projectiles as possible to achieve the highest score. Score will be computed at the end of the game and a high scores file will be remotely accessed on Odin (similar to lab4)

## 2 Requirements

- Coded in C++
- Graphics in OpenGL
- Keyboard + Mouse as inputs (see section 4 below)
- Remote text file that keeps track of high scores
- Logging system for debugging

## 3 Features

- Score board (health, score, ammo)
- Possibly displayed at the bottom of the screen
- Title / End of game screen
- HP/Lives
- 1 Level (to start)
- Shooting projectiles
- Avoiding enemy projection
- Power-ups
- FLYING TOASTERS?
- Boss Fights

- The 2D scroller should move from right to left horizontally.
- Explore: “Raiden - Like you”, “R-Type”

## 4 Controls

- Keyboard inputs (up/down/left/right) to control 2D directional movement
- Spacebar to shoot
- ESC to pause the game
- Mouse to control menus

## 5 Goals

- Create the game so that there is one level that runs for a time-limit or death
- Randomized enemy placement / shooting
  - Enemy spawning have intricate patterns
- Expand the game to include more than one map with static/planned enemy sequences