**15-112- F2016**

**Term Project**

* **Project Description:**

The project I plan on doing is a multiplayer, top-down, fighter game. It is inspired by the game series on the Gameboy Advanced called- “Dragon Ball Z- Legacy of Goku”. I plan of offering a variety of maps as well as characters that fight each other to victory. I plan on using sprites for characters. I plan on having 5 playable characters, each with their own special moves, and 5 maps to play on.

* **Libraries:**

I’m likely to use PyGames and random as libraries, but I may use others as the need arises (In which case, this file will be updated).

* **User Interface:**

The user interface will be modelled entirely on pygames. The map has certain accessible and inaccessible areas. The players can move their characters with the arrow keys. There is a button for physical attacks as well as one for the special attacks. There is a block button as well. The character can run by the player double pressing an arrow key. There is a health bar and a ki (special) bar for each player. Additionally, there are randomly spawning food items that restore health and drinks that restore ki.

An Optional aim would be to implement playing over a network (real-time). If I see myself ahead of schedule, I will attempt such an implementation.