Bouncing ‘n’ Bashing

Overview

* A game similar to bumper cars where you play as a rocket and win levels by eliminating other rockets by smashing into them.
* There is no gravity.
* You move around by rocketing in the direction you are facing.
* You can bounce from the walls.
* Similar level layout as Wii Tanks, where levels are small maps with boundaries, a few enemies, and the occasional boss.
* Levels are randomly generated – the obstacles and enemies are random as well as their positions in the level.
* Bosses have some randomized behaviour.
* Rockets deal damage to other rockets by smashing into their side with their front.
* Rocket designs:

Objectives

1. Design rockets.
2. Design testing level.
3. Implement movement.
4. Implement collisions.
5. Implement inelastic bouncing.
6. Make camera follow player.
7. Add bashing mechanic.
8. Add particle effects.
9. Add post-processing effects.
10. Implement enemy AI.
11. Add some bosses.
12. Implement random level generation.
13. Add HUD.
14. Add message between levels.
15. Add main menu.
16. Add settings menu.
17. Add sounds.
18. Add music.