Proposal

# Title

Zomgman 3 – Gun Game

# Group Members

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# Explanation:

Basically, this is a 2D split screen 2-player shooting game. The screen is split into a top and bottom portion for players 1 and 2 respectively. Each player begins with a relatively weak pistol to kill each other with. When a player gets a kill, his/her gun is upgraded to a more powerful weapon. When a player gets killed, his/her gun is downgraded. The list of weapons is as follows: Glock, Uzi, MP5, AK47, Revolver, Shotgun, Sniper. Each weapon behaves differently and has its own advantages and disadvantages (ex: speed, fire mode, damage, reload time, etc.) Once a player gets the last weapon (sniper rifle), he/she has to get 3 consecutive kills with it (without dying) to win the game.

**Users:** GAMERS

**What is it used for:** GAMING

# Sketch of GUI

Submitted separately.

# Tasks

### Sean:

* Write the Player class, all the logic and physics surrounding how the player moves around and behaves on the map.
* Create most of the graphics (images of the players, guns, map textures, etc.)

### Michael:

* Write the Gun, Gun Logic, Bullet classes and all the logic of how the guns behave.
* Help Sean make the graphics elements.
* Make the “main” stuff: the window, key press handling, draw methods, etc.

### Most of the other stuff we will do together either in class or outside of school.

Rules

Player 1 and 2 start off in their respective sides of the map both with the first weapon: the Glock. It is a semi-auto pistol that does relatively low damage.

When a player gets a kill, their gun is upgraded to the next one. The player that gets killed has his gun downgraded. The list of the guns is stated on the first page.

Player 1 input controls: W, A, S for movement (jump, go left, go right) – respectively. SPACE to fire the weapon (Semi-auto will fire once, burst will fire 3 consecutive shots, auto will continue firing as you hold down SPACE).

Player 2 input controls: Arrow keys for movement, SHIFT to shoot. The same shooting mechanics apply for both players.

General controls: ESC to pause the game, mouse clicks for selections on the main screen.

# Potential idea:

**Tournament mode:** A list of names is entered, and the game compiles a list of games between all the players (round robin or in random pairs) and remembers the scores and the results of the games to find the winner and all the other players’ rankings.

Rough Timeline

# By the end of the break

* Hopefully finished the gun, player, and damage mechanics as well as most of the visual stuff.

## By December 29

* + Finish the graphical stuff (map, images, textures, etc.)
  + Mostly finish coding how the players move with their guns, how the bullets travel, etc.

## By January 5

* + Write the logic (collisions, bullet and damage mechanics, jumping mechanics)
  + Try to work out how the different fire modes (especially burst and auto) work

# From the day back from the break, up until the due date

## By January 12

* + Hopefully finalize all the logic and how stuff works

## Until the due date

* + Bugging and debugging, implement the tournament mode thing, refine some other cool mechanics of how gun recoil looks and behaves as well as how bullets hitting a player impact their movement.