Name of the game: Hunter

Project Description: The hunters will be playing against 2+ players trying to stop the players from capturing control points in the map, while the player’s goal is to capture control points in the map, upon capturing all the control points within the time limit, the non-hunters win, otherwise the hunter wins.

MoSCoW

Must have

* Develop a game environment
  + GUI
* Multi player 2+ players
* Separate engines for different functions
  + Player movement
  + Player interactions
  + Collision detection
* Keyboard event handler
* Game state handles

Should have

* Balanced Gameplay
* Sound effects

Could have

* Post-game statistics
* Pixel perfect hitbox
* Different weapons
* Character abilities
* Hiding places for non hunters

Wouldn’t have

* Chatbot
* Custom skins
* Map skins
* Loot boxes