Just 3 Dudes

By: Logan Rosser, Kaleb Maulding, Connor Ostrowski

Doom

- Single Player First Person Shooter
- Used pygame
- Raycasting Algorithm
- Map and features
- Different Guns
- NPC

Press the UP arrow to START

CHANGES MADE

- The entire game was made and finished after midterm
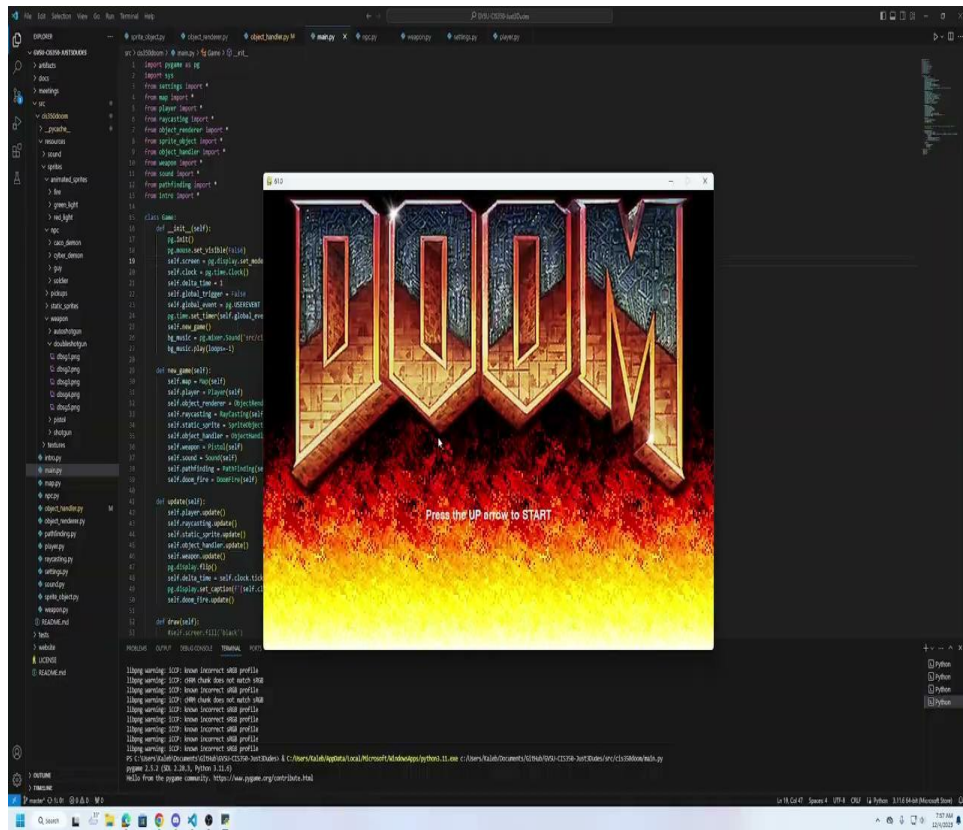- Added more sprites around the map
- Added different NPC's

Future Plans

- More levels
- Pause Menu
- Ammo drops
- Melee
- Transition to game engine
- Ammo drops, powerup drops, and more misc item drops
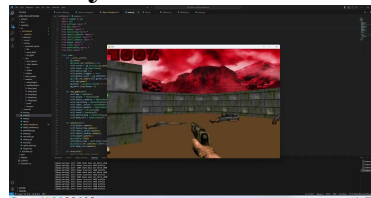
Demonstration

- Process to run game
  - Clone our repo
  - Download pygame
  - Run main.py
- Guns
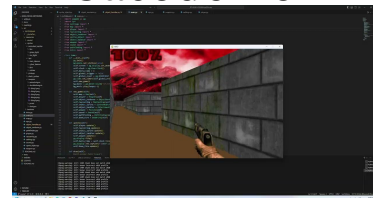 - Unique animation, animation time, and damage

Demonstration

- Enemies
    - Unique animations, damage, health, attack distance, attack speed, and accuracy
    - On death every enemy will drop a healthpack which heals the player for a percentage of their current health
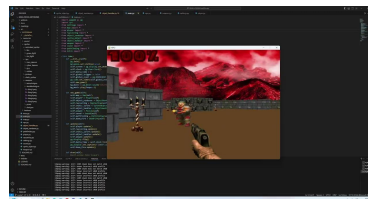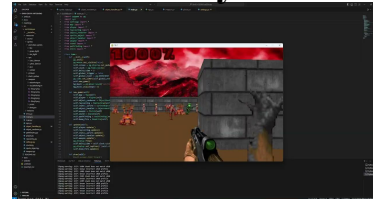
Cyberdemon

Cacodemon

Soldier

"Guy"

Difficulties

- Raycasting made adding in sprites difficult (They fly away in the air)
- How the map is layed out makes adding sprites to specific spots you want tedious.
- Pathfinding makes it so you cannot place enemies in certain spots