The programming project is designed to be a fast-paced rogue-like game. It is designed to have 4 levels of difficulty, which is customisable by the user. Upon losing the game, the player will be presented with a screen displaying their score and/or progress in the game.

In the game, the player must kill enemies through the use of a “dash”. Once all enemies are killed in a certain stage, the game advances to the next, with the difficulty increasing gradually. As there is no ‘last stage’, the game ends when the player is hit. The player’s score is determined by the number of enemies killed.

The game is made in C++ and uses the SFML library. This is due to my familiarity with them.