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”, which may also be used for fast movement. Enemies are created randomly during the game, at certain intervals. As time progresses, the difficulty will increase gradually. The game ends when the player loses all their health, which is decremented when they are hit by an enemy. The final score is determined by the number of enemies killed.

A save file system may be used, which will change the game based on progress in previous games. This can include a high score system, or content which can be unlocked through gameplay.

The game is made in C++ and uses the SFML library. This is due to my familiarity with them. This is not environment dependent, but I will be using the Vim text editor, and the Clang/LLVM compiler.