

# RESCUESQUAD 2D



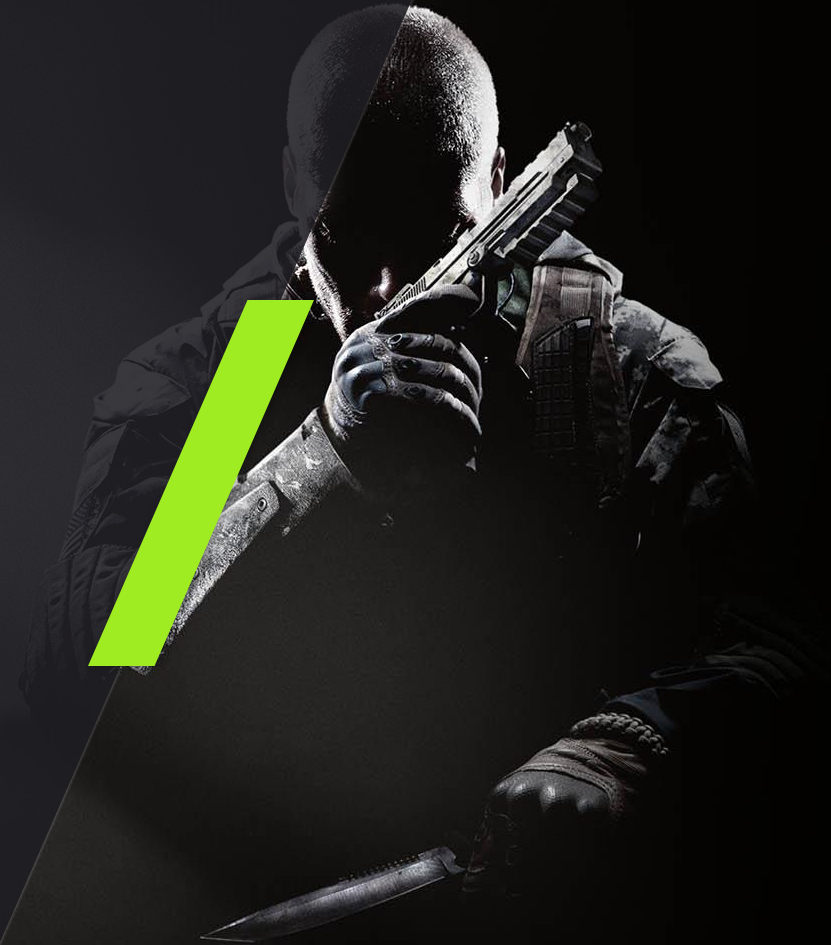
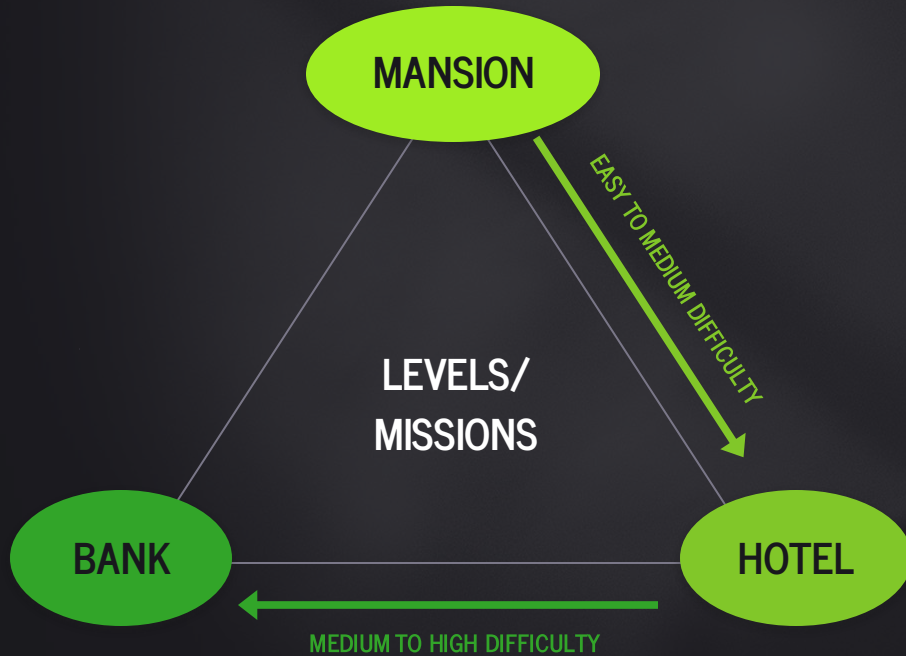
# INTRODUCTION

This is a **2D tactical shooter** game that aims to neutralize bad guys and rescue hostages in different locations. The player navigates around and shoots when he encounters them.

**GOAL:** Complete the mission without penalties - and do it fast for a higher score.



# THREE LEVELS



# START SCREEN

- START GAME
- CHOOSE LOCATION
- HOW TO PLAY





# END SCREEN

- FINAL SCORE
- NO. OF KILLS
- PENALTIES
- RUN TIME
- GRADE





# GAMEPLAY

# KEY FUNCTIONS

W, A, S, D

TO MOVE UP, DOWN, RIGHT AND LEFT

SPACE

TO RELOAD THE GUN

R

TO RESTART THE GAME

Esc.

TO QUIT THE GAME ANYTIME

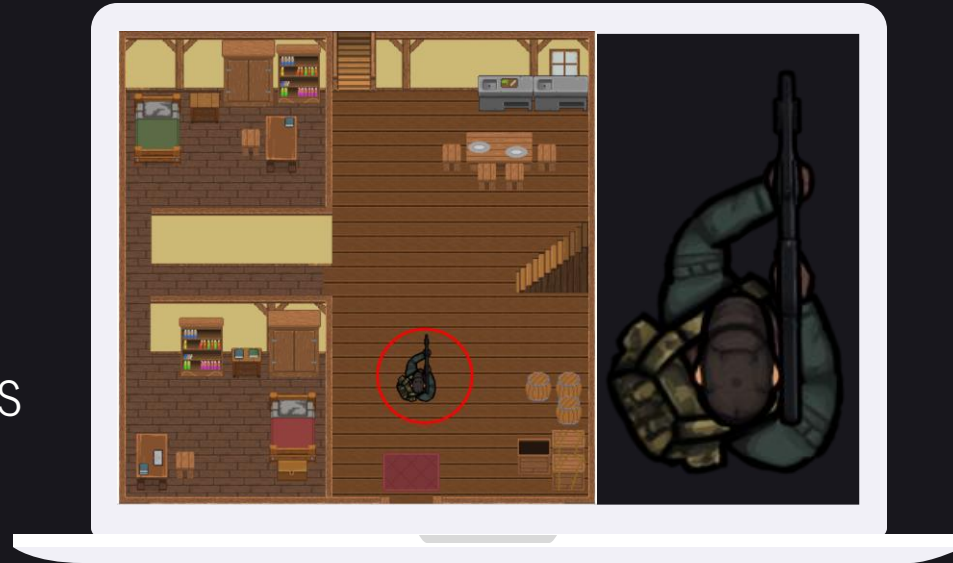
MOUSE

TO SHOOT



# SAMPLE GAMEPLAY PIC

- RED CIRCLE (PLAYER)
- TOP-DOWN VIEW
- ENEMIES & HOSTAGES PLACED RANDOMLY





# TEAM MEMBER CONTRIBUTIONS

## Ronit

- START SCREEN DISPLAY
- MAKING BACKGROUNDS AND LEVELS
- SHOOTER MOVEMENTS AND ACTIONS USING MOUSE AND KEYBOARD
- FINAL SCORE
- UPDATING / REVIVING LIVES

## Giorgi

- END SCREEN DISPLAY
- GUNSHOT ANIMATION
- PLACING ENEMIES AND MEDKITS RANDOMLY IN AND AROUND LOCATION
- SOUND EFFECTS

**TOGETHER:** WE BOTH WILL BE WORKING ON COLLISION DETECTION WITH WALLS IN ALL LEVELS and BACKGROUND MOVEMENTS



**THANK YOU!**