**Gameplay**

**Goal –**

The goal of the game is to work with your teammate to clear floors with monsters and get to the top of tower fast. At the end, boss where both players take control of a bigger guy so there controls are combined to that one person. They use that person to beat the last of the enemies and the final boss.

**Rules-**

Don’t change the code.

Do whatever you want

**Levels-**

Technically only one level, but multiple components to the level. First, a base floor where players start. For a while, the level then scrolls up until they get to the top (about a minute). Then, when at the top, they get into a bigger person that makes the other two players get in and control together. They clear enemies again and kill the boss. Then, the game ends.

**User Input and Output**

For player 1, he/she uses WASD to move (jumping and movement), and F to bash his shield to block.

For player 2, he/she uses arrow keys to move (jumping and movement), and P to fire his arrow.

When in the bigger guy, player 1 can use A and D to move, and W and S to move the shield.

Player 2 uses up and down to move the cannon, P to shoot the cannon, and can use left for a left melee attack and right for right melee attack.

Escape to exit.

**Functions/Sections**

I’ll have functions do multiple things. For example, clear the screen, draw players, attack, to draw enemies, draw weapons, etc.

**Challenges I might encounter**

A challenge I know I will encounter is creating animation. Animation has always been something that is really hard for me, especially step by step animation. I find it hard to be able to separate the frames from one another in order to make something that looks like it moves. Trying to bring something virtual and make it look like it can move like a human is hard because of the steps necessary to make every frame look realistic. Both players are moving like humans, so I have to make it so that they actually look like they move like humans. It’s hard to bring that onto the screen, as I have no experience in animation either.

Another challenge I’ll have is importing a proper AI and enemies. I don’t want enemies to look like robots when they move; again, they’ll have a lot of characteristics they share with the players. It’ll be hard to implement a system where the AI is challenging to the players but are able to be beaten. Difficulty is something I’m aiming to keep at a static level, so no matter if you never play video games, or you always play video games, I want everyone to be able to play. I want an environment that is easy to play, but hard to get good at. AI will be a huge part of this, because instead of just increasing AI health to make the levels harder, I want more depth than that. Creating proper enemies that act like humans will probably be the hardest thing to be able to do.