GAME OBJECTIVES

The main idea about the game we discussed together was to build a form of a battle game with a designated hero (battleship, or knight, or something similar). We are going to have life (or remaining blood) counter, number of weapons, game score, any kind of shroud or a defensive feature, etc. and all of this should be visualized at the bottom of the game screen in a dashboard, visible during the whole game play. We are going to have a number of different enemies, some of them of different levels of power (strength). These enemies are going to move in different directions, but over all they all will be coming down – aiming at our hero in order to destroy him.

At the beginning of the game we may have a Menu with a type of hero we want to choose and any other data we consider as important or helpful.

The main structure of the game code:

CLASSES TO IMPLEMENT (Projected):

* GameObject
* GameEngine
* Player
* Weapon
* Enemy
* Status class ( dashboard at the bottom of the screen)

INTREFACES WE ARE GOING TO USE (Projected):

* IDrawable
* IMovable
* IDestroyable
* IAttackable
* IShootable

Feel free to add-on here, anything you think of, that could improve our game:

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