RETRO BLASTERS

A 1v1 Top-Down Shooter Game

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Beenox Challenge

We got inspired by Beenox's challenge to create our own PvP shooting game, since are big fans of the Call of Duty franchise

Game Presentation

-Player versus Player shooting game.

-Involves a Soldier(used with WSAD keys) an an Enemy(used with arrow keys).

-Follows a gunfight theme.

-Shooting mechanisms built-in with Java

-Health bar above character

-Classic map layout
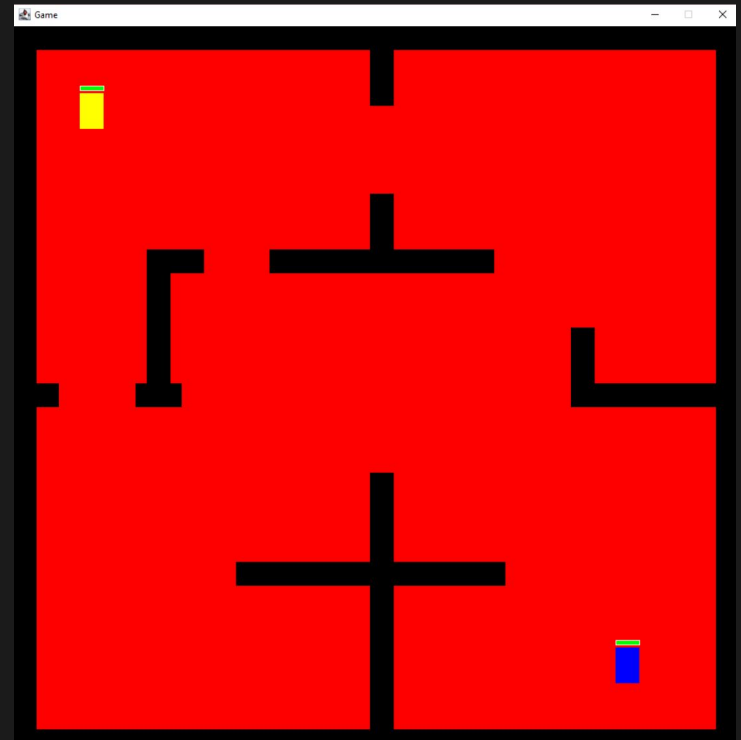
Technology used

We completely built it from scratch, only using Java on IntelliJ's *Code with me* feature, collaborating on it all at the same time. We also used Paint for level design.

01

Java

Java OOP concepts, linked lists, collision detectors in game, bullets (and shooting mechanisms) , borders for the map, health bars for the players

02

Paint

We used paint to draw the map on which the players play the game. Formatted accordingly.

Challenges and AI(OpenAI)

Creating separate characters that move and shoot independently.

There was an issue where the two players moved at the same time with the same keys and we used ChatGPT to fix the issue.

Accomplishments and what we learned

- Having a basic but functional 2 players shooting game.

- Writing a game engine from scratch, with collision detection, shooting mechanisms, personalized map.

What's next for Retro Blasters

Adding Sprites,
textures,items and
weapons and rounds as
supplementary
features for a more
dynamic and
visual-enhanced
playing experience.

THANKS

GitHub repository:

https://github.com/v3r1510/1v1-Top-down-Shooter-Game