RobotContra

Game:

This game is like contra but instead of human, its robots, so players have guns and have to kill enemies, there will be enemies on top or right or down, kill them while you are running, There will be some kinds of guns you can but have to get it, and there will be a time that gun will not be available and go back to normal gun, The game can be story mode, which gives you a stage, a player, and enemies will come to you and hit you. Multiplayer mode can play as two players.

Requirement:

Network

Client

Controllers

Xbox controller

Graphic

can be in 3d

Ai

single and multiplayer

enemies can jump, some enemies are wise they can dodge the player bullets by jump,

design

Physics

basic physics jump and shoot and different kinds of shooting

collision detection

Colliding between grounds, and when enemies collide player, they will commit suicide which hits the player health

Sound

basic sound ( background, gun shooting, hit)

Render

to be think

camera

level loader

sprites

parent and child class

add child to parent

search child

handleinput