

Super Plant BroZ

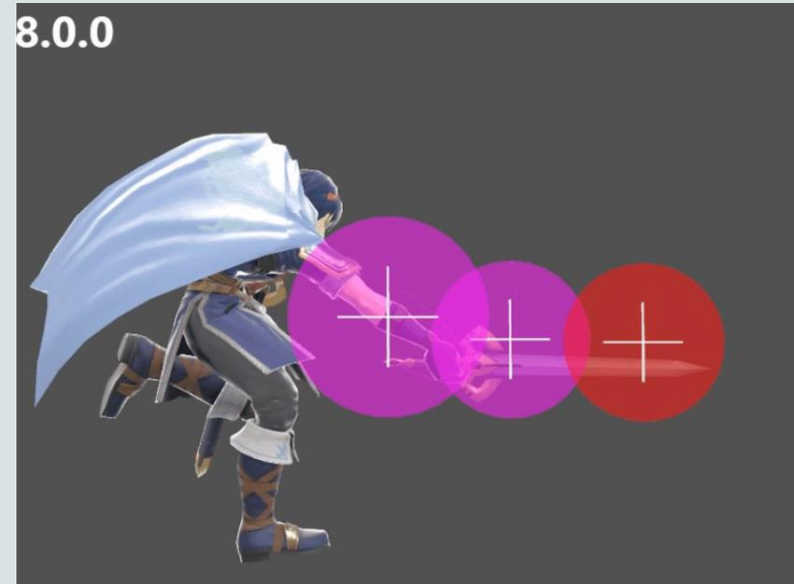
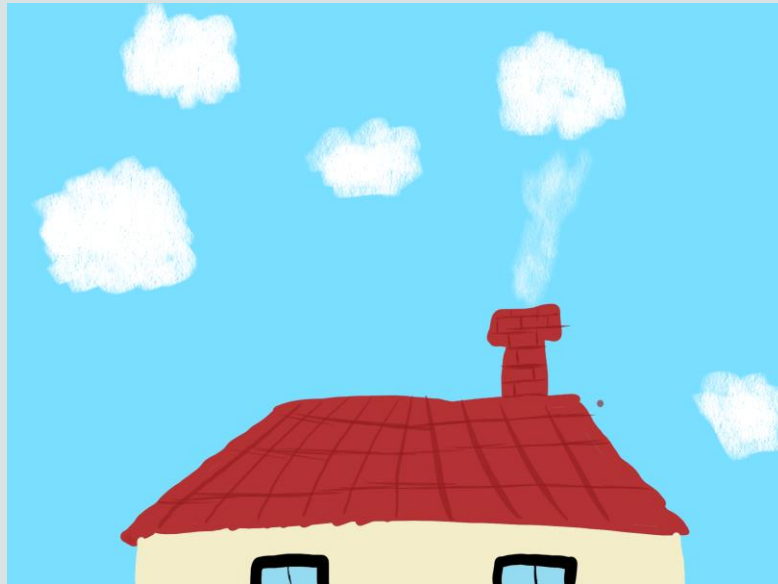


Sprint 2

- **Movement/Player Functionality**- Have several moving characters, e.g., a plant character that can run, jump, and attack.
- **Enemies**- Could be substituted for the other player you're playing against. If not, we can make an AI character that you can fight.
- **Player controls** - Goal at the end is to be able to control the player with a gamecube controller.
- **State changes** - Players can take damage, be midair, and face different directions. Players will also receive power-ups later.
- **Projectiles** - Some characters will be able to shoot out projectiles, e.g. a peashooter shoots a pea.

Sprint 3

- **Levels-** A night level, normal grass level, and a roof level as of right now. Have the option to choose between the 3 worlds.
- **Collision-** Collisions between different characters during fighting and collisions between a pea and a character.



Sprint 4

- **Menus-** Will have a menu to choose which character to play as, what world, and what game mode to play.
- **HUD-** The players will have fighter 'health' and number of lives left as shown below.
- **Sound** - Planning on making our own music and sound effects.
- **Game Status** - Will have a pause and win screen.





Thank you
