



# Perdition

2D side-scroller puzzle game

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CMPS 3350

## Overview:

You're stuck in a twisted world and the only way out is to pass all the obstacles holding you back. However one wrong move can send you back, so be careful!

Perdition is a 2D side-scroller puzzle game, like Limbo and Dream Alone. You're number one goal is to finish the game by solving puzzles, get coins and to not get killed by spikes, bear traps, and dangerous creatures. The faster you can get through a section the more points you will get.

## Technical Requirements:

- Programming in C++
- Graphics with (unity or Open GL)
- Inputs:
  - Keyboard
    - Movement with A(left), D(right), W(up), S(down), space bar (jump)
  - Mouse
    - Use to start and end game

**Product Features:**

- Art
  - 2-Dimensional screen
  - Sound effect and music
- Physics
  - Collision detection with objects and traps
- System
  - Time display for time played
  - Instant kill when in contact with traps, damage taken when hit by creatures when stepped on traps or creatures
  - Simple NPC creature that walks back and forth
  - Start menu

**Overall Goals:**

- Level difficulty
- Spirit bar (collect spirit orbs, which fills up the spirit bar, then you could go into spirit realm)
- More difficult objects (swinging rope)
- Improve game quality

**Division of Labor:**

- Anahi
  - User interface (health bar, scoring, time displayed, end game)
- Francisco
  - traps/objects
- Arielle
  - Collision detection/ movement
- Theodore
  - Sound effects/music