

Action Squirrels

Gavin Meren | Janneth Guarcas | Jennifer Macias | Ian Hagenston



Overview:

Inspired by Worms: Armageddon we aim to make a parody/clone following the example set by the game.

Two players take control of their own team of *elite* combatants and face off on a diverse and malleable battlefield to determine who is better at guessing how physics works, but with high explosives. Players will have to position their combatants effectively, manage scarce resources, and take advantage of an ever-changing battlefield to gain the edge over their opponents and secure victory.

Requirements:

- Programmed in the C++ language
- Graphics using OpenGL
- A program framework, asteroids, as a baseline

Product Features:

- Simple ballistics system and mega slap attacks
- Simple terrain deformation system
- Same-screen, turn-based multiplayer

Control Schemes:

Players will control combatant movement using WASD or arrow keys, select from available items using number line, control angle of fire with mouse movement, and attack with left mouse button.

Goals:

- *Maybe* a second map.
- More than three weapon types.
- Between-round item drops.
- Smooth-ish sprite animation.
- Bombastic Stereo EXPLOSIONS.