



Overview: You were a serial killer when you were alive, and as a result, you had been sent to the deepest reaches of hell. You thought you were prepared to suffer an eternity as Satan's thrall, but nothing could prepare you for this. Hell is filled with cute creatures which torment the wicked with their cuteness. This is unacceptable.

Technical Requirements:

- C++ Program Tools
- OpenGL
- Program Frameworks
 - o soundwaves & bubbles
 - Particle effects
 - walk & rainforest
 - Animation
 - ggfonts
 - Menu text

- o openalTest
 - Sound effects and music
- o background
 - Side-scrolling
- Graphic Tools
 - OpenGL
 - o Krita
- Inputs
 - Keyboard for Controls
 - Mouse for Menu Navigation

Design: Takes inspiration from classic side-scrollers such as Megaman, Castlevania, and Metroid

Product Features:

- Animated Character and Enemies
 - Attacks
 - Movement
- Score Board
- Collision Detection
- GUI Elements
 - Health Bars
- Menus
 - Main Menu
 - Exit to Desktop
 - Exit to Main Menu

Extra Goals:

- Boss Battles
- Boss Rush Mode
- Character Dash/Roll
- Side-scrolling Functionality
- Character Ultimate Move/ Character Rage Mode
- Professional Soundtrack
- Sound Effects