Graveyard Survival

CMPS 3350- Final Project: Diego Jimenez, Kenneth Ramierz, Jack Sweeny, Julio Cornejo, Miguel Garcia

Summary

The game's goal is to earn the highest score, enemies of each level are different. Players will be able to collect items to gain hearts, speed, or other abilities. Score is based off time survived and enemies killed.

Functional Requirements:

- Changing Levels: Progression based on score cap
- Health: fixed number of hearts
- Item pickups: haste, health, double damage, kill everything screen
- Score Tracking: Fixed time plus points for killing enemies
- Enemies: Several types of monsters dependent on time/level
- Movement: w forward ,s backward, a for left, d for right
- Firing: Spacebar
- Aiming: Track to mouse
- Item usages: R
- Multiple backgrounds for distinct levels
- Player is center, background moves with them
- Collision detection
- Death Animation for player, for enemies they disappear

Non-functional Requirements:

- C++
- OpenGL
- OpenAL

- Database to keep the scores/profiles