TEAM
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DESCRIPTION
The game is a top down maze runner where the player controls a character inside of a maze. There are zombies and other monsters trying to kill you as well as various towers that try to shoot at you. The goal is to get through the maze without dying and with as high a score as possible. There will be different game modes including: Story, Survival, and Multiplayer.
DESIGN

Pseudo-3D
Single/Multi Player

There will be power-ups that will allow the player to do different things, including:

Stronger ammo
Shield bubble
Increasing the view port
Shoot through walls
Walk through walls
Plant bombs
Leave a breadcrumb trail

We will use objects to create all of the entities in the game including the player, enemies, walls, traps, etc...

The player object will have member variables like health, position, visible area, a powerups array, and a weapon object.
Requirements

- Character Controller based on both mouse and “WASD” movements

- Image Sprites

- Sound Effects and Music Files

-(attempt) Random Level Generation

-(attempt) MultiPlayer

-Multiple enemy types

-View port manipulation

-Ingame GUI or HUD

-Item drops by enemy entities

-Class System

-PowerUp array

-Random spawn point