

General Idea:

- Multiplayer 3D competitive game that takes inspiration from Smash Bros, with projectile-focused combat and character customization

Prototype Demo Requirements - Mar. 6

We want to be able to connect two clients together (one hosting a server locally - [“Listen Server” found here](#)) and join them into a simple white boxed world, where each player can see the other updating in real time over the network. They will have weapons and be able to fire at each other.

Listed requirements:

- ☐ Sounds effects for menu UI, attack and damage effects
- ☐ Main menu with buttons leading to a character screen, join screen, and start game screen
- ☐ Character customization: 2 sliders to adjust stats. Color selection for the gun.
- ☐ The Join screen should have a box to paste an IP address of the server to connect to.
- ☐ The Start Game screen should have a button to create a server and list the IP to give to other clients. *Should it immediately load the server player into the world, or wait for all clients to connect?*
- ☐ Only need to handle 2 players now, but should be extensible for more *** *important* ***
- ☐ Should have one simple playable level that the players spawn in. Should have kill boxes that kill and respawn characters knocked off (fall off for now) the world. If time, could have hazards/moving environment features.
- ☐ The guns should represent the color chosen in the Character select menu by each player.
- ☐ Source control should be available using TortoiseSVN.

Work In Progress Requirements - Mar. 27

- ☐ Customizable abilities in the char select screen?
- ☐ Custom stats should apply to the character in-game.
- ☐ Guns should now have different behavior.
- ☐ Win state.
- ☐ More than 2 players?

Final Requirements - Apr. 17

- ☐ Bugs / testing / polish
- ☐ Save/Load character configurations
- ☐ Work on art assets?

Bonus Requirements

- ☐ Extra levels?
- ☐ Standalone server?
- ☐ Team game modes?
- ☐ Game lobbies?