

Isabelle Roy and Stephen Heo ● Multiplayer game with 2D physics

Infinity Stone Scramble

We want to make a platforming game where both characters are trying to reach a target that randomly generates. To win the game, a player has to reach the target three times. To make it more competitive, the players can stun each other for a couple of seconds using their weapons.

Things we need to make work

- Two moving players
- Weapon that stuns the other player when hit
- Platforms for game
- Randomly generating goal
- Score system (have to get the goal three times?)
- Instruction page
- Quit game button
- Sounds
- Character selection (pick your skin)
- Player X wins screen
- If you jump off one side you come out the other

Theme ideas

- Goal = bar of gold
 - Characters = miners or robbers
- Goal = dragon eggs
 - Characters = dragons
- Goal = infinity stone
 - Characters = avenger/thanos :)
 - win condition = 6 infinity stones??
 - “stones are a liability”

Characters

Player1: Iron Man, Captain America, Black Panther, Black Widow

Player2: Thanos, Red Skull, Ultron, Hela

Animations: Standing, Walk1/Walk2, Jump(squat?), Shooting

Map:

city - building roofs (stark tower in background)

space - asteroids (so many possibilities)

wakanda - tree branches/etc (tech lab building or something)

Controls

- wasd + pl;'

