COP 290 GAME

GO GREEN IITD

➢ Mehul Kamboj(2020CS10604)
➢ Nikhil Unavekar(2020CS10363)

Motivation behind the game

- In the past recent days, we have encountered a sudden climate change and a lot of day to day problems arising due to it.

- In IITD itself we have seen water shortages, electricity cuts and a very high temperature compared to previous years.

- Thus we all should search for green energy and must minimize our carbon emissions.

- Also after COVID-19 we have undoubtedly experienced a very rapid environmental change due to sudden increase of carbon emissions after COVID waves.

- Thus we tried to make a game to promote brighter ideas for a brighter future.
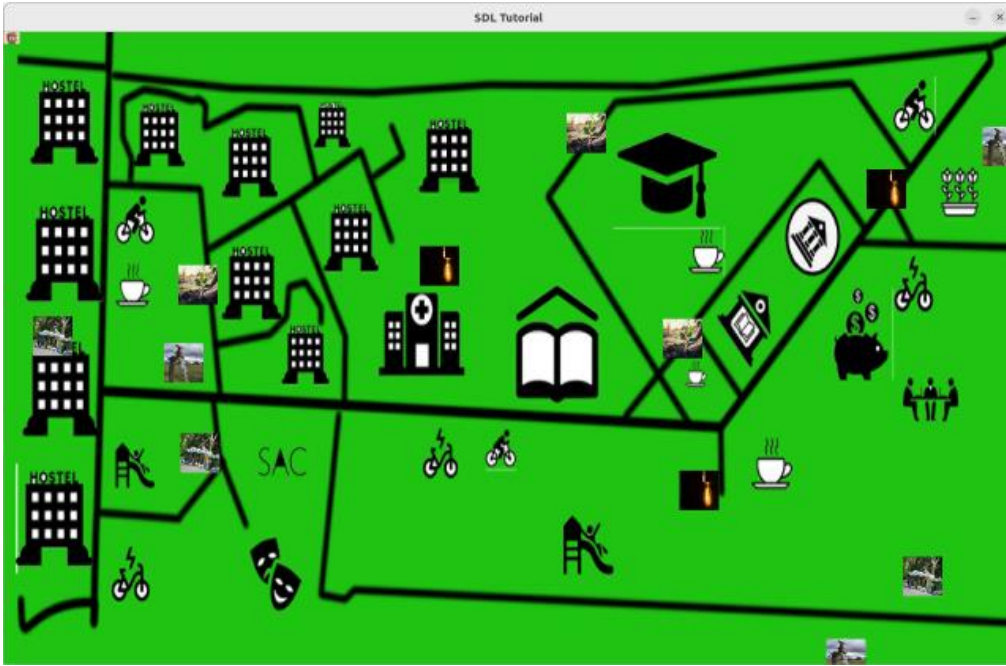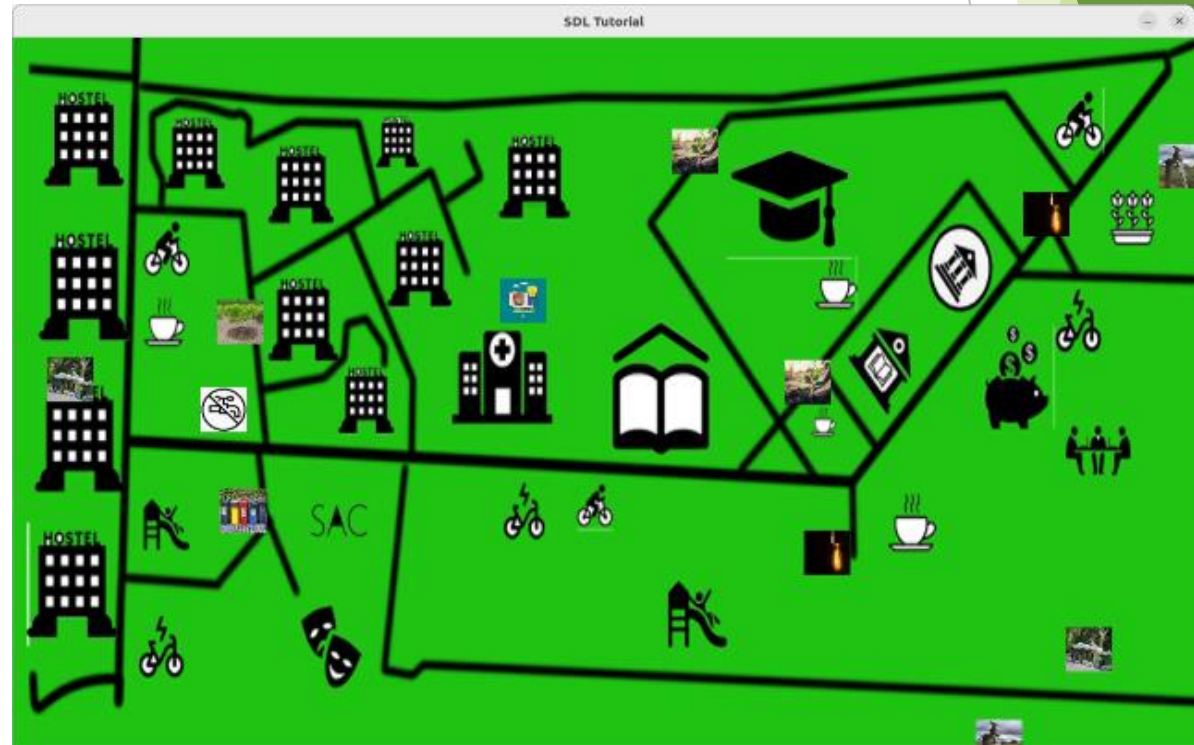
Here we press enter to start the game

IITD MAP CREATED

Images used in Tasks

Doing Tasks

➢ Press "t" to do tasks such as :-
➢ Closing open water supplies, turning to solar energy, etc.
➢ Press enter for introduction audio To buildings.
➢ Press spacebar to take bike/cycles. Press it again to leave on stand.

Game Rules

- ➢ Start the game first by compiling server game followed by compiling client.
- ➢ Once started move the character and to the tasks generated at random locations.
- ➢ One may use Yulu bike to do tasks efficiently by going to bike stand and then pressing SPACE to grab it.
- ➢ Go to images generated on map and then press t to do that particular task.
- ➢ Once the task is done the image will change to ensure that task is completed.
- ➢ To all the 12 tasks generated randomly on the entire map.
- ➢ The player who does all the task first will be winner.
- ➢ One may also get to know about various buildings by going to buildings and then pressing ENTER.
- ➢ ENJOY THE GAME !!

Here is the final picture
showing the winner of the game !!