COP290 TASK-2
THE MAZE GAME::
MAZE RUNAROUND!

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ABOUT THE GAME…

Maze RunAround! is a maze game developed as a project under the course COP290 with our course coordinator Prof. Rijurekha Sen, and is meant to provide the player an insight into the various "Run Around" sites available inside the IIT Delhi campus, along with various tasks he/she might have to do in order to set new milestones everytime!

Apart from various tasks and subtasks within, the game also tries to provide a realistic approach where the player needs to eat after certain time period to regain his health, slow down a bit to regain his stamina and score boosters in terms of mystery gift boxes…!

MAIN MENU…

The game's first window is the main menu itself where the player gets the options of either starting a new game, instructions for the game or exiting to desktop.

There's also an option to mute the background music.

START…

The game starts with the player spawning at any random location on the map with initial health 100, score 0, timer counting down from 300 seconds and stamina full.

CONTROLS…

The player can move using the standard W-A-S-D keys or the arrow keys, as in any other game and to get a subtask done or to eat his/her meal, they need to press the space bar, the Enter key or the F key.

M is for Mini Map and TAB is for Task List.

There's also the E key to eat from places like Rajdhani, Masala Mix or Cafeteria.

MINI MAP...

Pressing the M key can help the player to get an overview of the complete map and decide where to head this time to get the subtask done!

TASKS AND SUBTASKS..

The game challenges the player with 3 tasks to be completed within 3 minutes of time, with 93 seconds been provided for each task.

Within each task, the player is asked to perform various subtasks first and then, report to the final checkpoint in order to gain points in bulk!

If failed to perform a certain task, the player gets subjected to some negative points too..!

Pressing the TAB button opens up the task list.

TASK DESCRIPTION

IIT Delhi has got some guests arrived from various reputed colleges across the world. As the ambassador of your college, you have the following subtasks to do::

- Inform the Director of the Yale university, currently staying at Guest House 1 about the lunch with our Dean.
- Remind our Dean about the same, currently working in Block 1,Main Administrative building.
- The alumni from the Stanford University are currently staying at Guest House 2, brief them too.
- And finally, don't forget to book a table for 4 at either of the 3 places: Rajdhani, Masala Mix or Cafeteria...!

Good Luck! ☺

STAMINA…

Players can use their stamina to run faster using the Shift key. It refills automatically, once the player slows down and refills rapidly if the player stops moving.

HEALTH…

The player's health keeps on decreasing with time and once it hits 0, the player collapses.

And so, in order to keep regaining his/her health, the player needs to eat food which is made available in the messes after every 30 seconds, for the next 15 seconds. Or there is another option of eating from places like Rajdhani, Masala mix etc. but that would cost the player some points.
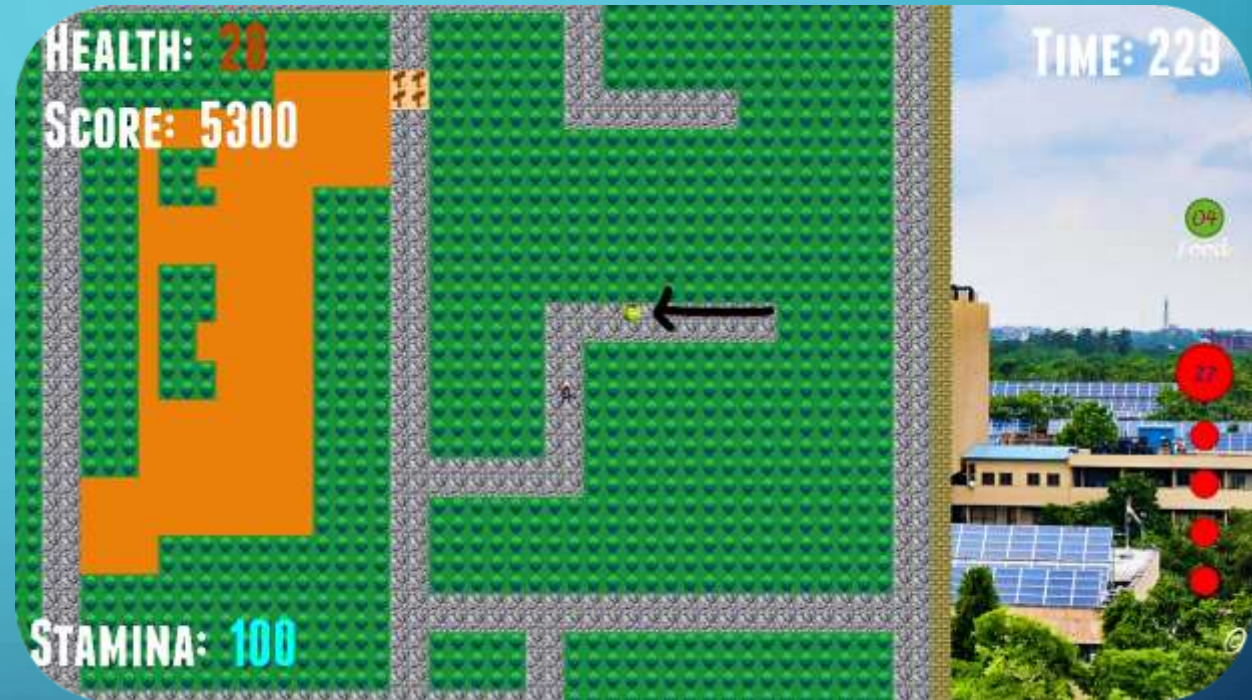
Apart from food, the player has yet another source to regain his health…

GIFT BOXES…!

In order to gain extra points while running through the map to get the tasks done, there are gift boxes available at random locations on the map, NOT visible on the mini map though.

The player can search for them while running as different boxes carry different assets..!

THE RED ONE...

The red gift box has the second lowest probability of occurring on the map because it helps the player gain 20 HP..!

CAUTION ! Not always does the red box give a "plus" 20 HP...

THE BLACK ONE…

The black box is the rarest of all gift boxes because it stands as the heaviest point booster gift box of all!

BUT AGAIN ! Just like the red box, the black box is also a gamble between +10k points and minus ….

OTHER GIFT BOXES…

Apart from the red and the black ones, there are 4 other types of point booster boxes namely: Green Red, Green Orange, White Green and White Red.

We are leaving it to the players to find out for themselves, how much point they get out of each such boxes.

ACKNOWLEDGEMENT MESSAGES...

There would be different messages getting displayed on the screen for various aspects like, food getting ready, sub tasks getting done etc.

FOOD INDICATOR…

Apart from the food related messages, there is also a food indicator which turns red when the food is not available, gets yellow when food's about to be ready

And becomes green with a 15 second timer when the food window is open.

TASKS AND SUBTASKS INDICATOR…

There are a total of 5 task indicators on the right side of the screen, the first one dedicated to the task and the other four to the subtasks.

They are red when a task/subtask is not available/done and turn green when accomplished!

The task indicator also has a 93 second timer to help the player choose his directions wisely…!

CHECKPOINTS…

In order to do the subtasks or to eat their meal from the messes, the players would need to reach a certain checkpoint associated with each important place on the map.

These tasks cannot be done if players are not standing at the checkpoints.

HOW DO YOU WIN!?

From the single player point of view, it's more like a competition with self. The more gift boxes one picks while simultaneously completing the tasks, the more he/she scores and hence, a new high score…!

The final score is not solely determined by the points gained by the player but, the health also and hence, they need to take care of the health-meter too…!

HOW DOES THE GAME END!?

Either the player gets so occupied with the tasks that he forgets about his health-meter and drags it down to 0, resulting in the player collapsing and… R.I.P.

Or the timer hits 0.

FUTURE UPDATES ON THE WAY…

- Efficient conversion from single to multiplayer, with competition between players for doing the task first, getting the higher valued gift boxes first etc.

- Though number of to-do tasks would remain 3, the variety would increase and each new game would have a new set of tasks.

- Lowering the number of hostels with food available and randomizing them.

- Increasing the variety of ways in which the players can gain extra points…or get gambled upon!

- Graphics update to make it more tempting to play…!