General information :

What we did:

Created a hack for the game cs-go on x86 which added a new game mode. The game mode we decided to implement, which we called “every bullet counts”, has a simple premise if a person is shot once, they will die, and each player is given a revolver pistol with 4 rounds of ammunition. The game mode is based on a free for all game mode where any player can kill any other player, since each player only has 4 rounds of ammunition, they can pick up 1 extra bullet by walking over the body of player they killed dead players body or if they shoot and miss, they can find the wall/object the bullet hit and retrieve it. The game consists of 5 rounds, each round will have a winner but only the person who gets the most kills over the five rounds will win the game.

How we did it:

We decided to use a server-side hack which is done on the host computer of a LAN game and then replicated for all users in the LAN party.

Video will consist of roughly 1-2 mins of intro and what we did section, 4-5 mins gameplay demonstration, 3-4 mins how we did it section.