

CAPTURE THE CAMPUS

COP290 TASK-2

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CAPTURE THE CAMPUS

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GAME START
STATE

press 'Enter' to start



Plotline

The game starts on the lands of India's leading university of science, research and technology, IIT Delhi, in times of conflict between its two groups, THE ILLUMINATI and THE ARCADIANS. Each group is trying to take control over the modern-day high-tech buildings of the campus and conspiring to eliminate the influence of the other group. After years of the cold war and uncountable conspiracies, both the groups are now drawn to violence. They are getting more aggressive day by day, and finally, it's time for some ACTION!!





CAMPUS MAP




Win-loss Criteria

Your goal is to capture the nearby buildings with different powers and use them to capture the enemy's base to **WIN THE GAME.**





Rules and regulations

- Each player starts the game from their respective base, i.e., Vindhyachal or Himadri.
 - The buildings controlled by Player 1 are highlighted with blue color and the ones' controlled by Player 2 are highlighted with red color.
 - The green colored buildings are the neutral ones and are not in control of any player.
 - Each building has some designated soldiers which keep spawning over time.
 - At a time, you can send half the battalion from a particular building.
 - Some of the buildings have some special powers which can prove helpful in capturing the enemy's base.
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RULES

- EACH PLAYER STARTS THE GAME FROM THEIR RESPECTIVE BASES, I.E., VINDHYACHAL OR HIMADRI.
- YOUR GOAL IS TO CAPTURE THE NEARBY BUILDINGS WITH DIFFERENT POWERS AND USE THEM TO CAPTURE THE ENEMY'S BASE AND WIN THE GAME.
- EACH BUILDING HAS SOME DESIGNATED SOLDIERS WHICH KEEP SPAWNING OVER TIME.
- AT A TIME, YOU CAN SEND HALF OF YOUR BATTALION FROM A PARTICULAR BUILDING. FOR EXAMPLE, LET'S SAY THAT YOU HAVE A BATTALION OF 80 SOLDIERS ON YOUR BASE THEN YOU CAN SEND 40 SOLDIERS IN ONE GO. UNLESS YOU HAVE LESS THAN 10 SOLDIERS REMAINING, IN WHICH CASE YOU HAVE TO WAIT FOR THEM TO SPAWN.

INSTRUCTIONS
STATE

PRESS 'ENTER' TO CONTINUE

CONTROLS

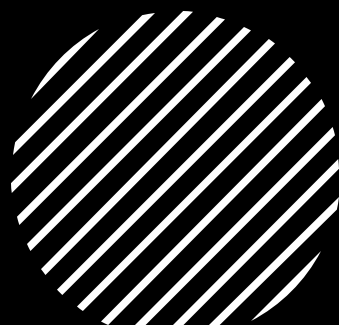
- TO HOVER OVER THE MAP: MOVE THE CURSOR IN THAT DIRECTION
- TO SELECT A BUILDING FOR SENDING SOLDIERS FROM: LEFT CLICK
- TO SELECT A BUILDING TO SEND YOUR SOLDIERS TO: RIGHT CLICK
- TO USE THE POWERS OF THE BUILDINGS: LEFT CLICK ON THE POWER—UP BUTTONS AND SELECT THE BUILDING OR POSITION WHERE YOU WANT TO USE THAT POWER

INSTRUCTIONS
STATE

PRESS 'ENTER' to continue



Power-ups



Buildings	Power	Description
Main Building	Faster Spawn Time	Increase the spawn time of the soldiers at your base .
Masala Mix & Library	Canon	Automatically fires canon ball at passing enemies soldiers.
Hospital	Shield	Protects your buildings from an attack.
Playground	Faster movement	Increase the speed of your soldiers and facilitates faster attacks.
Research Park	EMP	Delivers a powerful lightning attack on any building of the opponent.
Apartment I (Near boys' hostel)	Fire circle	Surrounds the selected position with lethal fire circle.
Apartment II (Near girls' hostel)	Acid rain	Pours stinging acid rain at the selected position.
LHC	Freeze	Freeze all the movements of opponent.
OAT	Roadblock	Puts a roadblock on any selected position and prevents the opponent's soldiers to pass by.

POWER-UPS

BUILDINGS



Main Building

POWERS

Faster spawn time

DESCRIPTION

Increase the spawn time
of the soldiers at your
base



Cannon

INSTRUCTIONS

Automatically fires
cannon ball at passing
enemies soldiers

STATE

PRESS 'Enter' to continue



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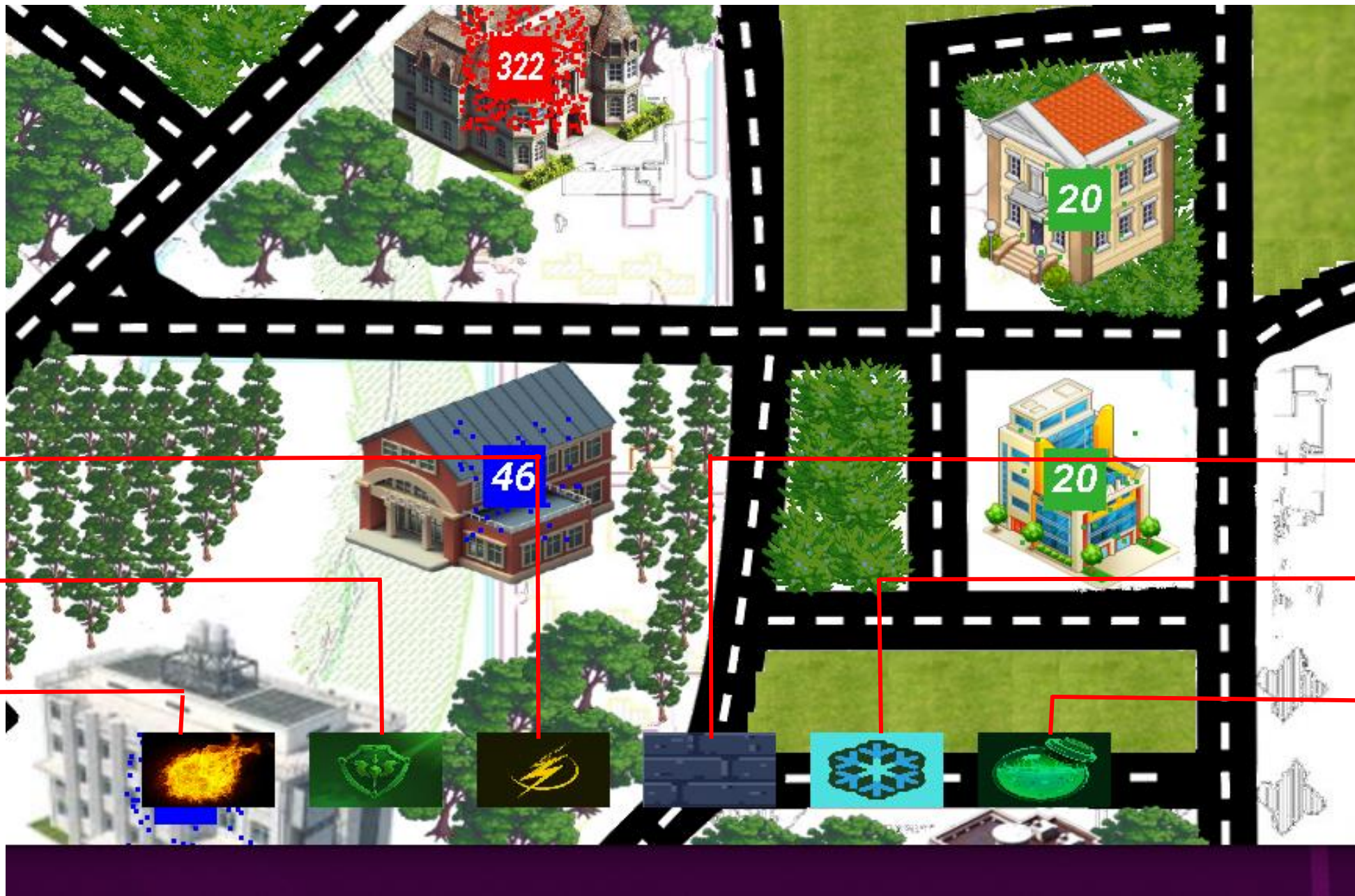
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PLAY
STATE

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EMP

Shield

Fire
Circle

Road
block

Freeze

Acid
Circle



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PLAYER 1
WINS

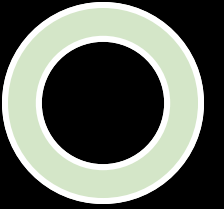
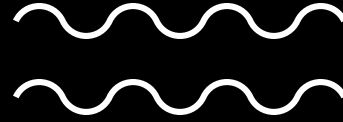


press 'Enter' to play again

press 'Escape' to quit

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GAME OVER
STATE



Come on!! Why are you still here?

Let's play to learn more about the game

