IIT DELHI MAZE GAME DESIGN

COP290 TASK-2

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GAME OVERVIEW
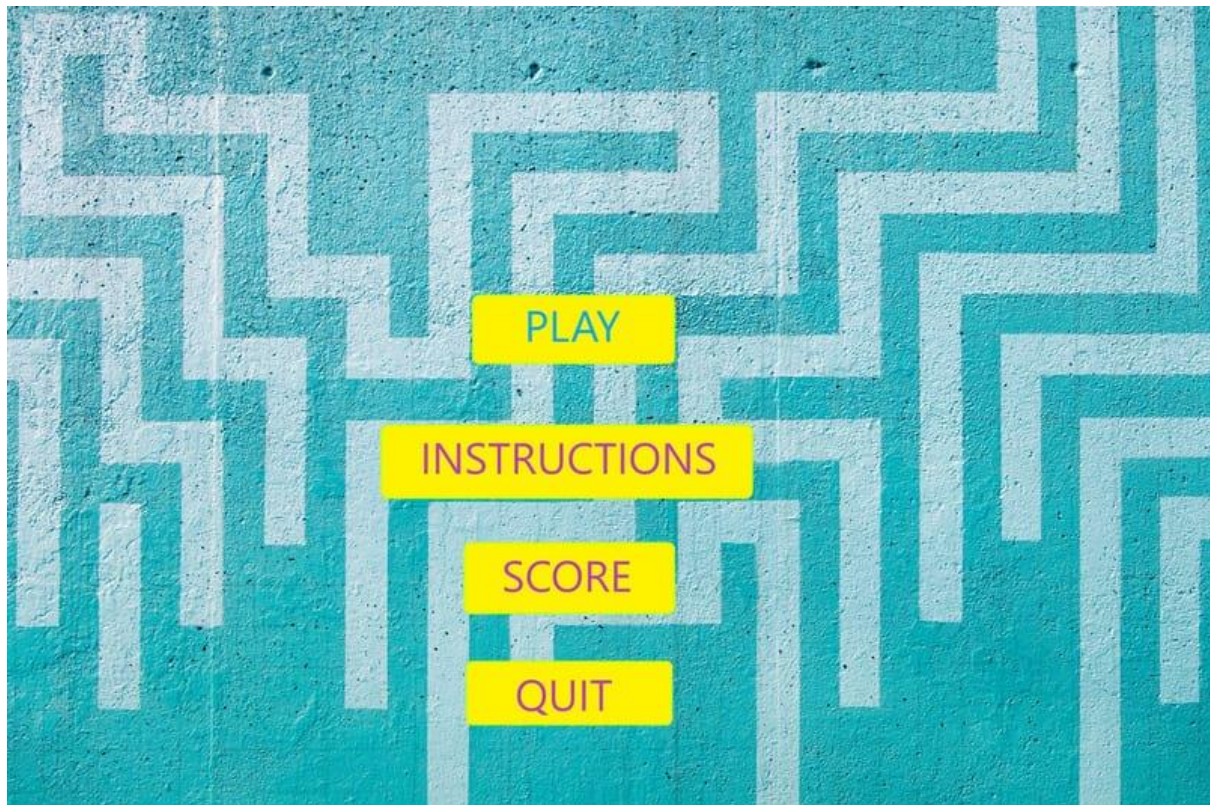
WITH INSTRUCTIONS

IIT DELHI MAP

HERE

 -   HOSTEL BUILDINGS

 - MAIN BUILDINGS ,LHC,SAC AND CANTEENS

 - GROUNDS

 - SWIMMING POOL

 - GRASS AND TREES

 - GATE

OVERVIEW :

   THERE ARE TWO PLAYERS IN THE GAME ONE IS FROM THE SERVER SIDE AND OTHER IS FROM THE CLIENT SIDE .THE DURATION OF THE GAME IS TEN MINUTES AND THE PLAYER HAS TWO PARAMETERES HEALTH POWER ALSO KNOWN HAS "HP" AND THE "SCORE" .THERE ARE GOLD COINS PRESENT AT THE RANDOM LOCATIONS SO IF THE PLAYER CAN GET THE GOLD COINS IN ORDER TO INCREASE THE SCORE   BY "10" AND IF ALL THE GOLD COINS ARE COMPLETED IN THE MAP THEN DIAMONDS ARE APPEAR IN THE MAP IF THE PLAYER GET THE DIAMONDS THEN HE WILL INCREASE THE SCORE BY "20" .RANDOMLY THERE

ARE GUARDS AND SNAKE AT THE DIFFERENT LOCATIONS .IF THE PLAYER HAS A CONTACT WITH THE GAURDS OR SNAKES THEN HIS "HP" WILL BE DECRESED BY "1". INITIALLY FOR BOTH THE PLAYERS HP IS GIVEN HAS "10" .IF IN ANY CASE IF THE PLAYER "HP" IS ZERO THEN GAME WILL BE OVER AND THE OPPONENT WILL BE THE WINNER . I ALSO INCLUDED THE FOOD AT THE CANTEEN LOCATIONS IN THE IIT DELHI IT WILL APPEAR IN THE GAME AT RANDOM TIMES .IF WE WANT TO INCREASE THE "HP" WE NEED TO EAT THE FOOD AT THAT RESPECTIVE LOCATION IT WILL INCREASE YOUR "HP" BY "1" .BY THE WAY THERE ARE CERTAIN TASKS I INCLUDED IN THE GAME WHICH WILL APPEAR ONE AFTER THE OTHER TASK COMPLETED .IF WE COMPLETE THE TASK OUR SCORE IS INCREASED BY SOME VALUE .REGARDING EACH TASKS I WILL EXPLAIN ONE BY ONE CLEARLY. IF WE COMPLETE MORE TASKS WE WILL GET MORE SCORE .THE FINAL WINNER WILL BE DECIDED BASED ON THE SCORE .IF SCORE ARE EQUAL THEN WE WE WILL SEE "HP".
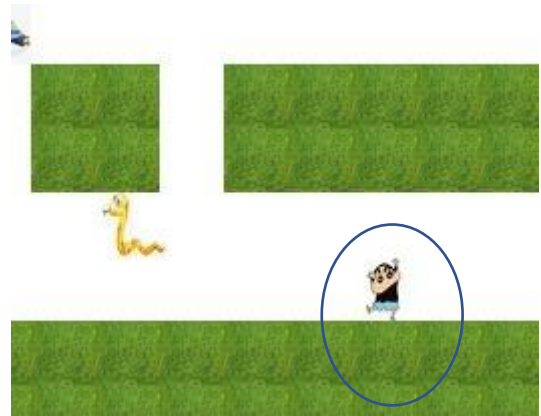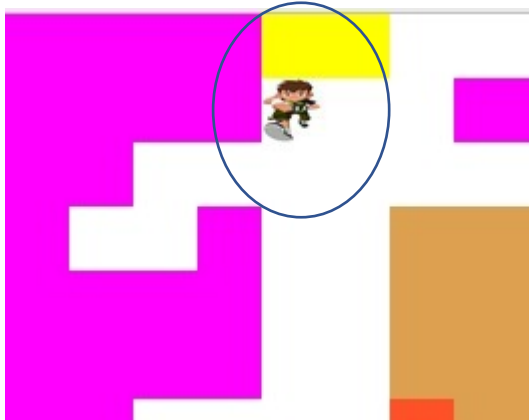
STARTMENU :

.IF WE TAP ON THE PLAY THEN THE GAME WILL START.

.IF WE TAP ON THE INSTRUCTIONS IT SHOW YOU THE PLAYER INSTRUCTIONS.

.IF WE TAP ON SCORE IT WILL SHOW YOU THE SCORE .

.IF WE TAP ON QUIT WE WILL QUIT THE GAME FROM THIS MENU PAGE.

PLAYER INSTRUCTIONS :

.KEY_UP : PLAYER WILL MOVE UP.

.KEY_DOWN : PLAYER WILL MOVE DOWN.

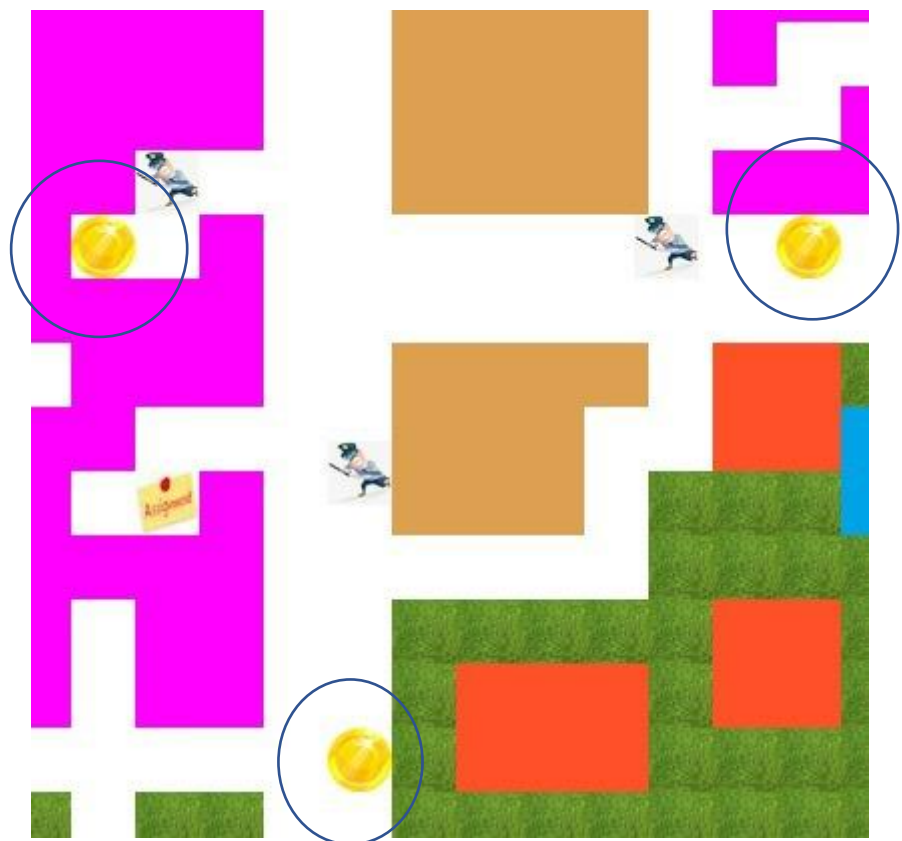.KEY_LEFT : PLAYER WILL MOVE LEFT.

.KEY_RIGHT : PLAYER WILL MOVE RIGHT.

IN ORDER TO GET THE GOLD OR DIAMOND COIN YOU NEED TO GO TO THAT LOCATION SO YOUR SCORE IS INCREASED.

FOR ANY TASK TO COMPLETED WE NEED TO GO TO THE RESPECTIVE LOCATIONS WHERE THEY APPEAR.
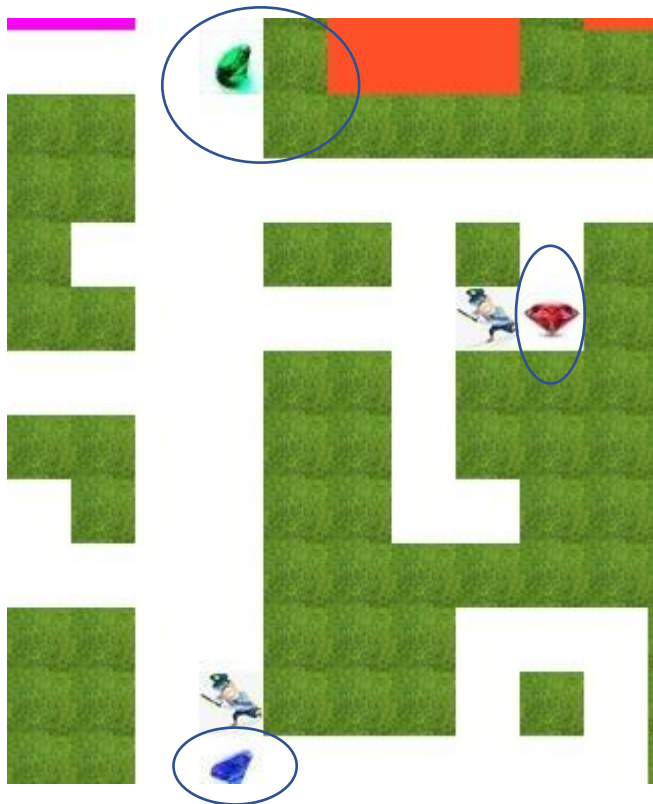
GOLD COINS:

At random locations gold coins will blink the player will increase the score by 10 if he gets the coin.
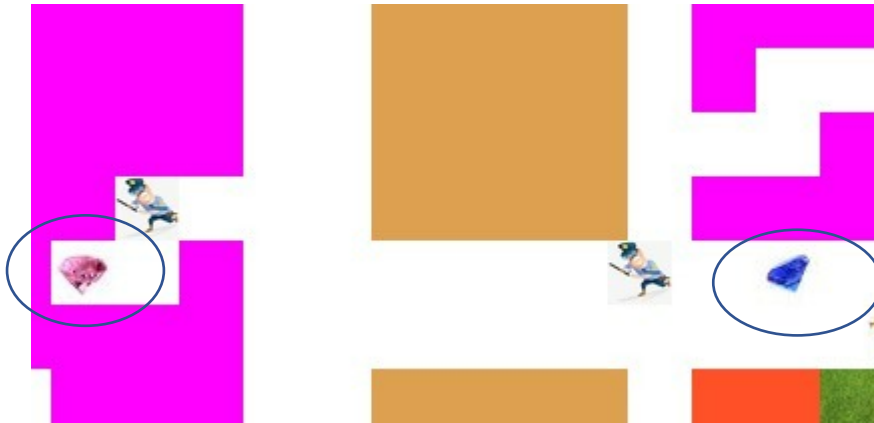
DIAMONDS :

At the random locations diamonds are rendered and they will blink ,the player will increase the score by 20 if he gets the diamond.
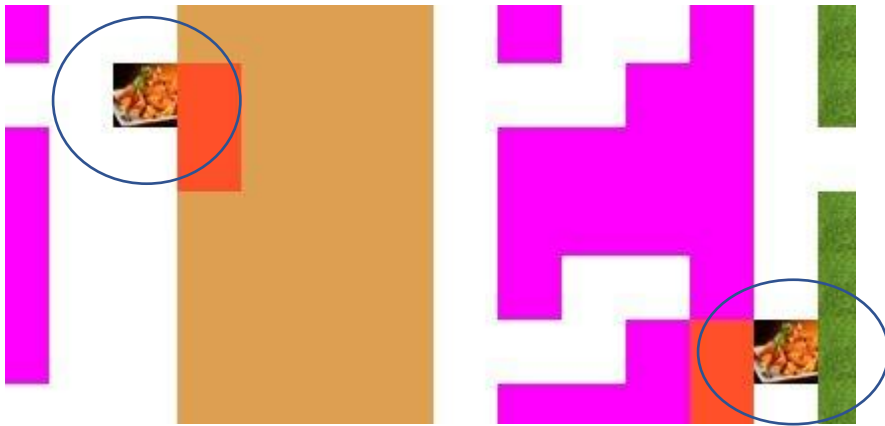
SECURITY GUARD AND SNAKE:

If player hits the guard or snake player "hp" is decreased. If hp==0 then game ends. Player looses.

FOOD ITEMS:

To increase the "hp" of the player we need to eat the food

TASK-1 :

Submission of Assignment

Basically task 1 is to submit the assignment paper to professor which are located at the different places .There are 5 assignment papers for each assignment paper which is submitted by the player to the professor his score is increased by 20.Total 100 points are for the total task 1 to complete. Make sure that you need to submit the one assignment at a time only.
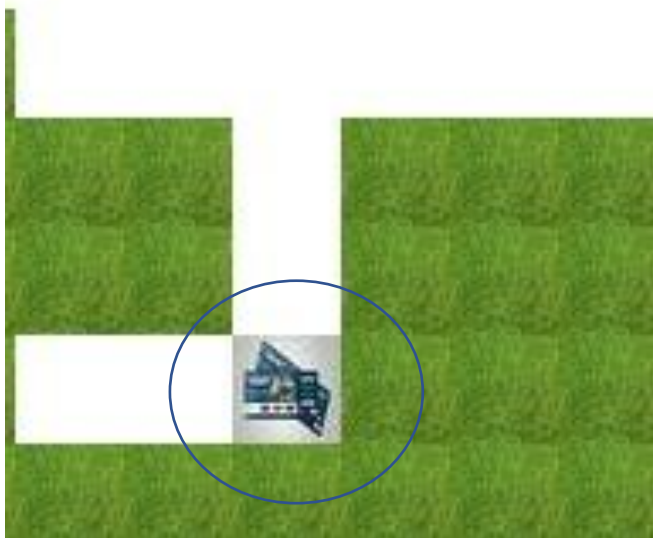
Assignment :
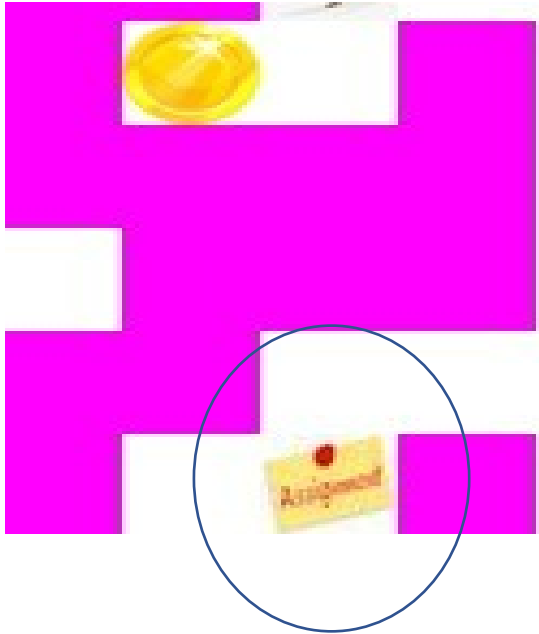
Professor :
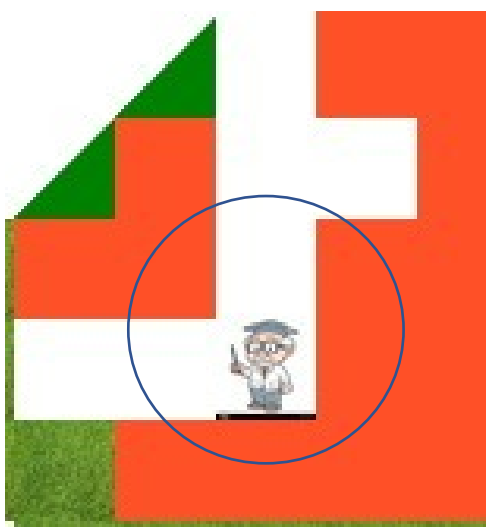
Attending RDV event

Here inorder to attend the rdv we need the pass and inorder to get the pass we need to take the key so that after taking pass we can attend rdv and score of player increased by the 50 .

Key :

Pass:

After completion of each task it will repeat from the starting task.

I also included the time stamp of 15 minutes and player and opponent score and player and opponent hp.

We can see the score and hp of the two players after completion of time the player with high score will win.

References :

For the SDL features :

Lazy Foo' Productions - Beginning Game Programming v2.0

FOR THE SOCKETS :

https://youtu.be/LNSqqxIKX_k

FOR CREATING THE MAP:

Tiled Map editor and for reference I used the google map.

---------------Thank you-----------------