

Code Gladiators

Prepared By: TEAM

Ashutosh Singh

Nilam Pratim Deka

Arunabh Shrivastava

Venkatesh Donthi Shashidhar

Game Story

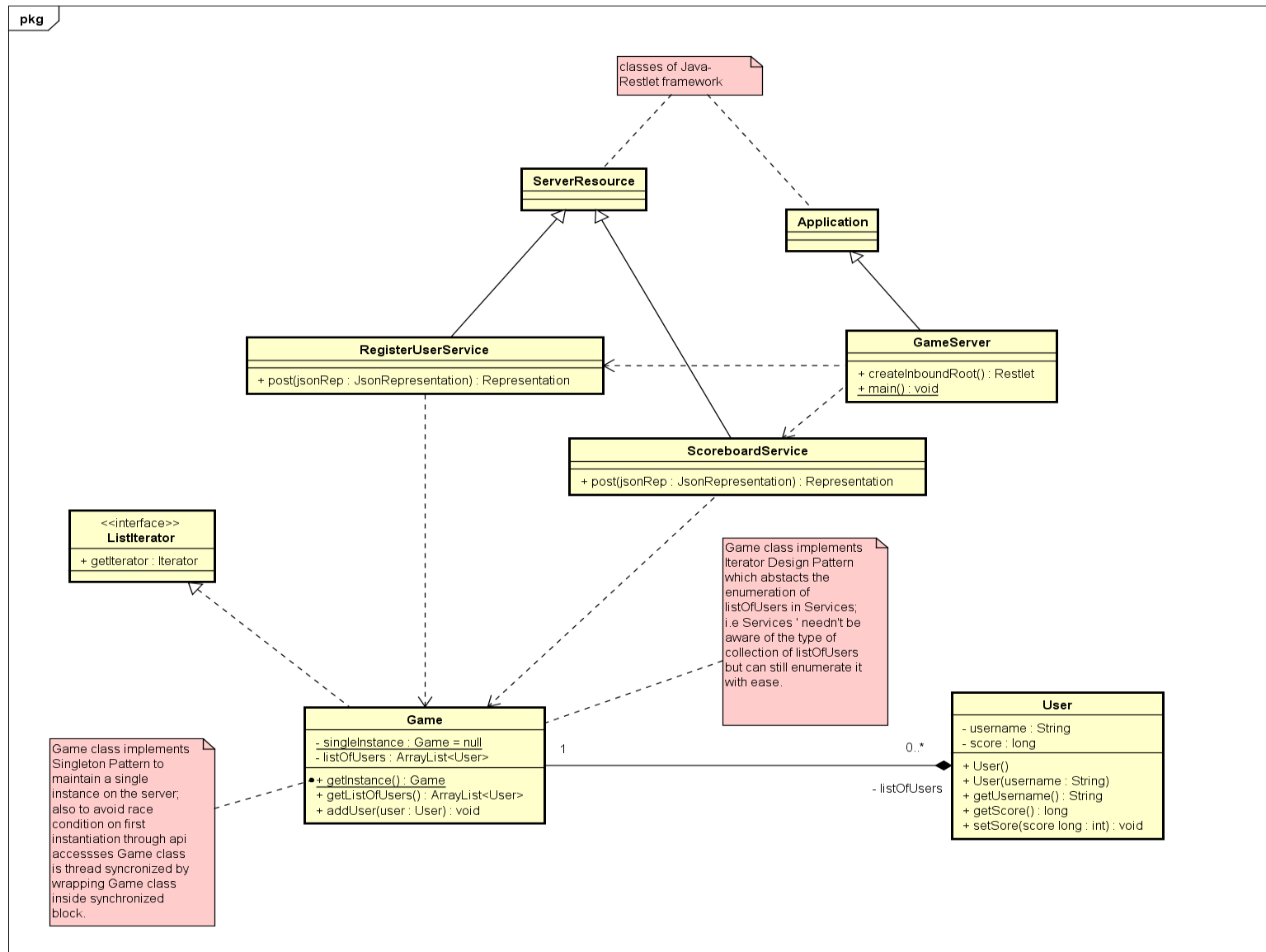
- The story we are talking about is a thief looting money from all the houses in a City - the player's task is to catch the thief in an optimal way by visiting the minimum number of houses using the binary search technique.
- Learning and applying binary search algorithm throughout the game will fetch maximum points to the player.

Design patterns

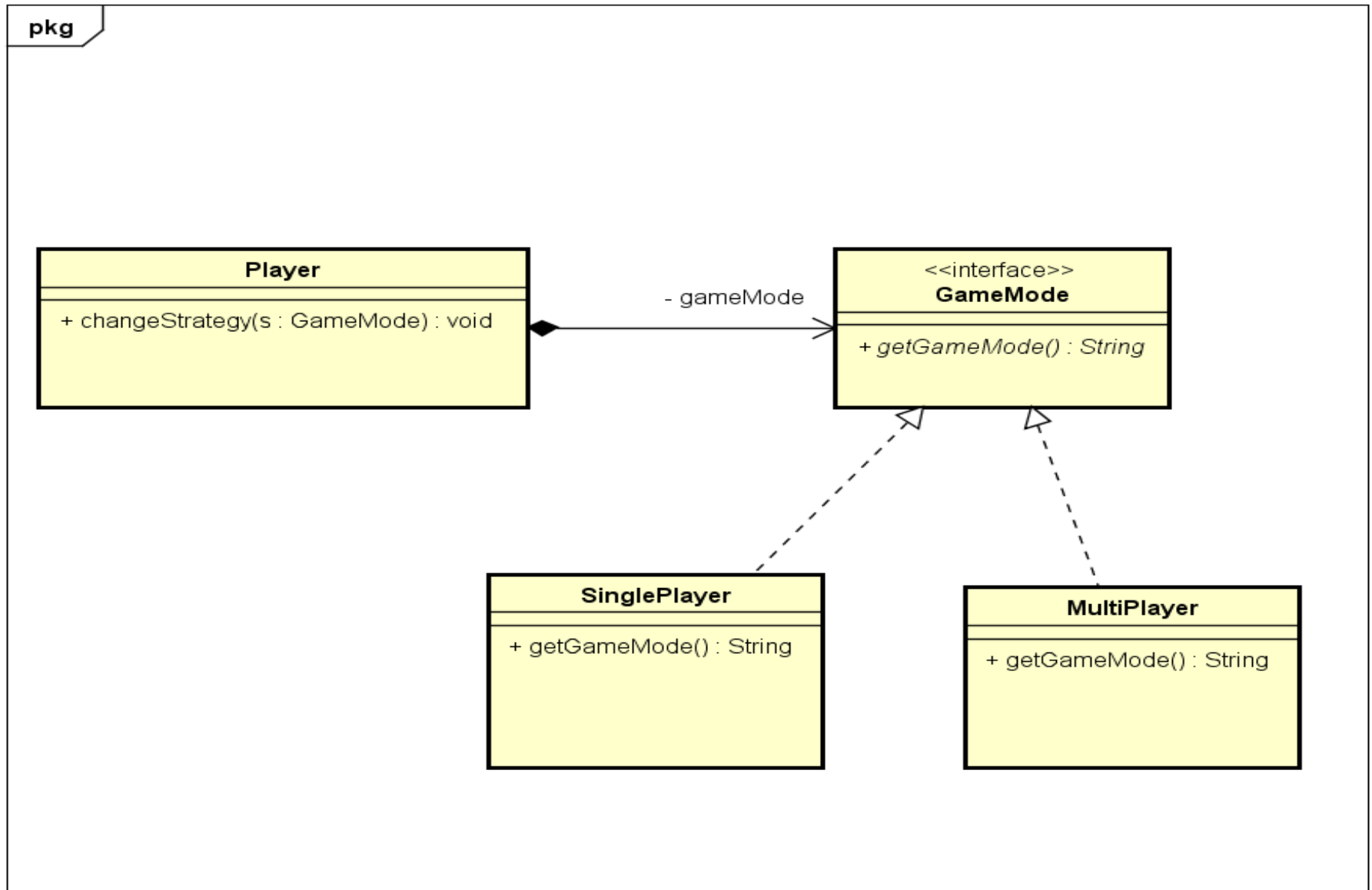
- We have used the following design patterns in our game implementation

- ❖ Strategy Pattern
- ❖ Iterator Pattern
- ❖ Factory Method Pattern
- ❖ Singleton Pattern

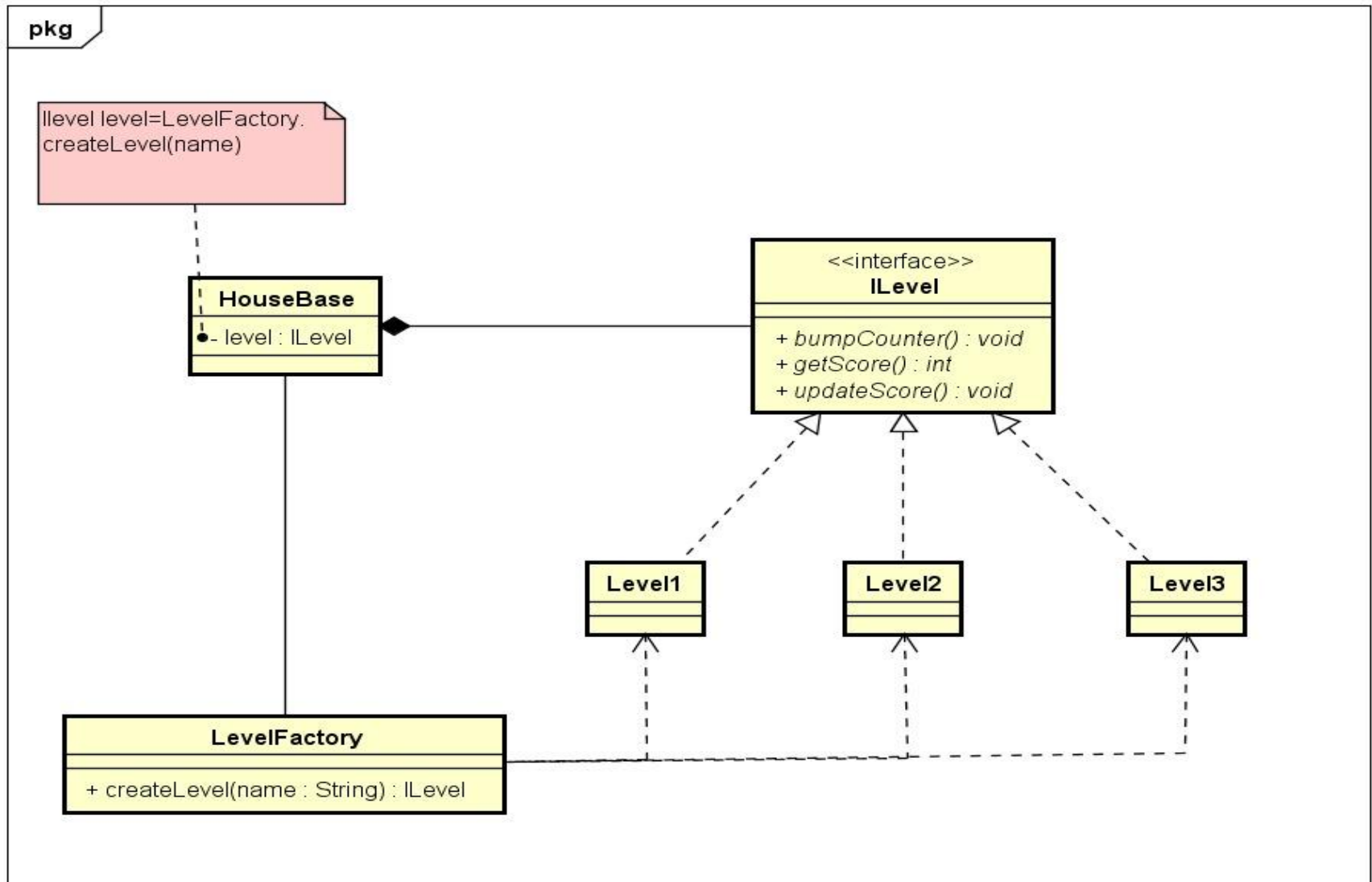
Iterator Pattern



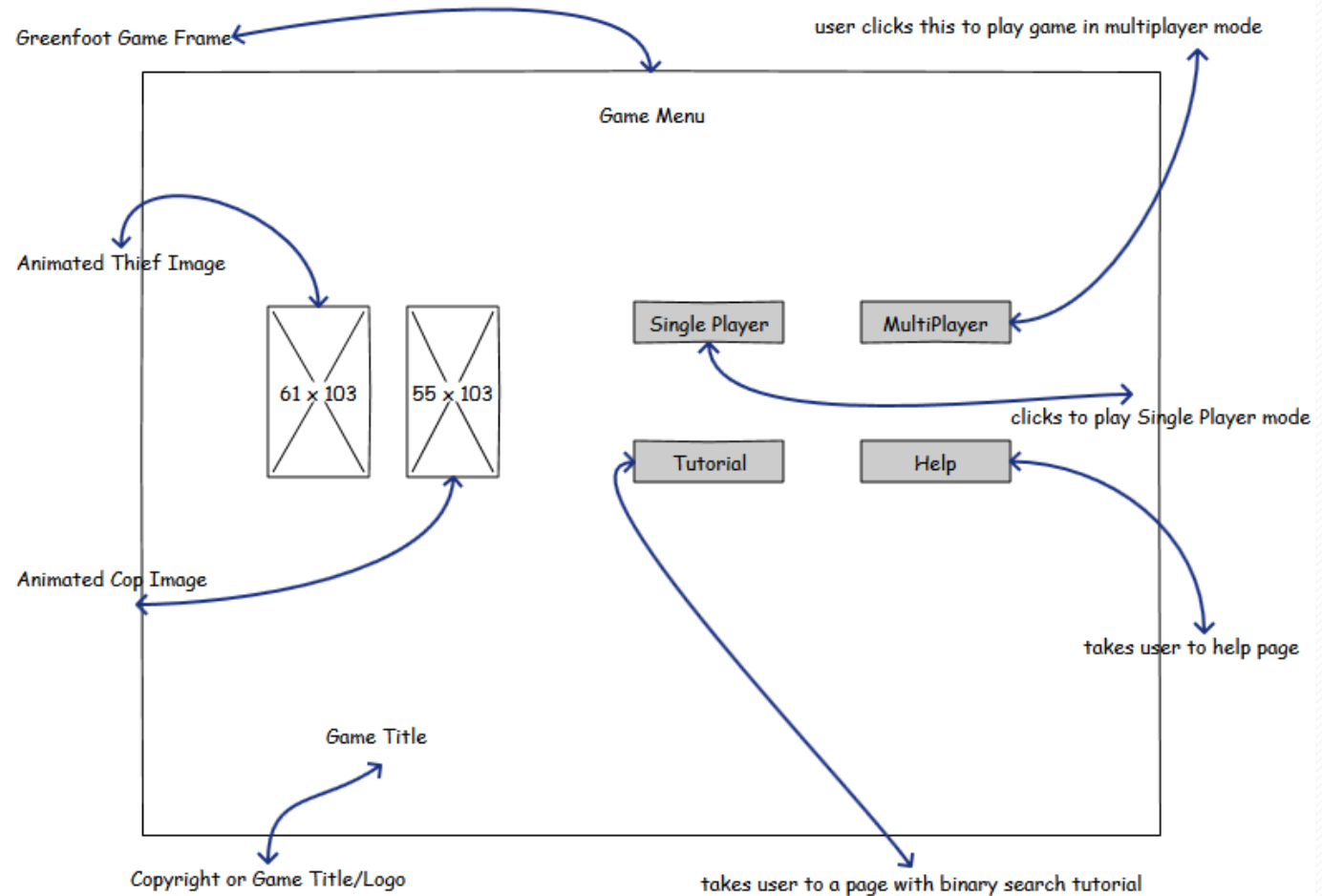
Strategy Pattern



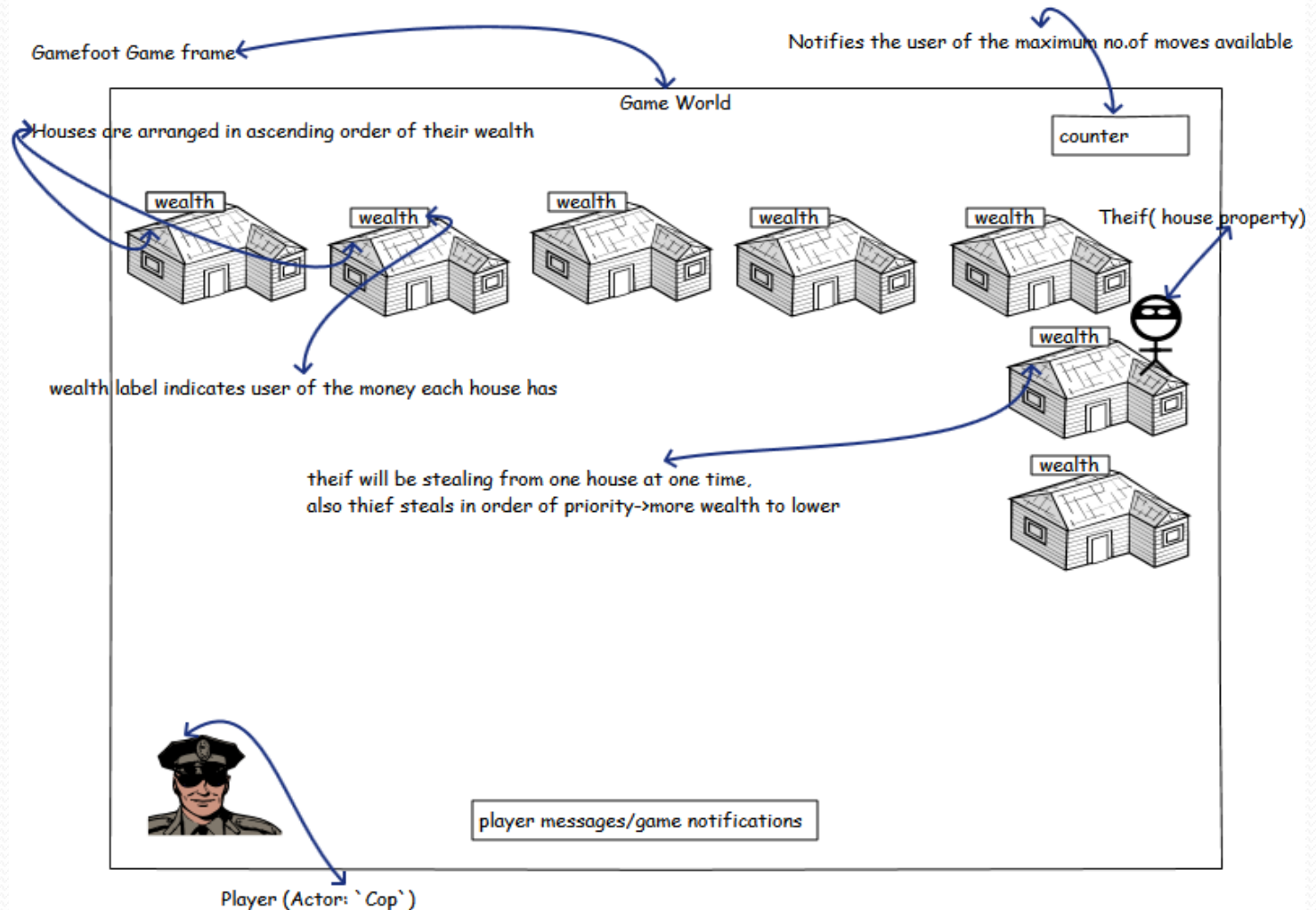
Factory Method Pattern



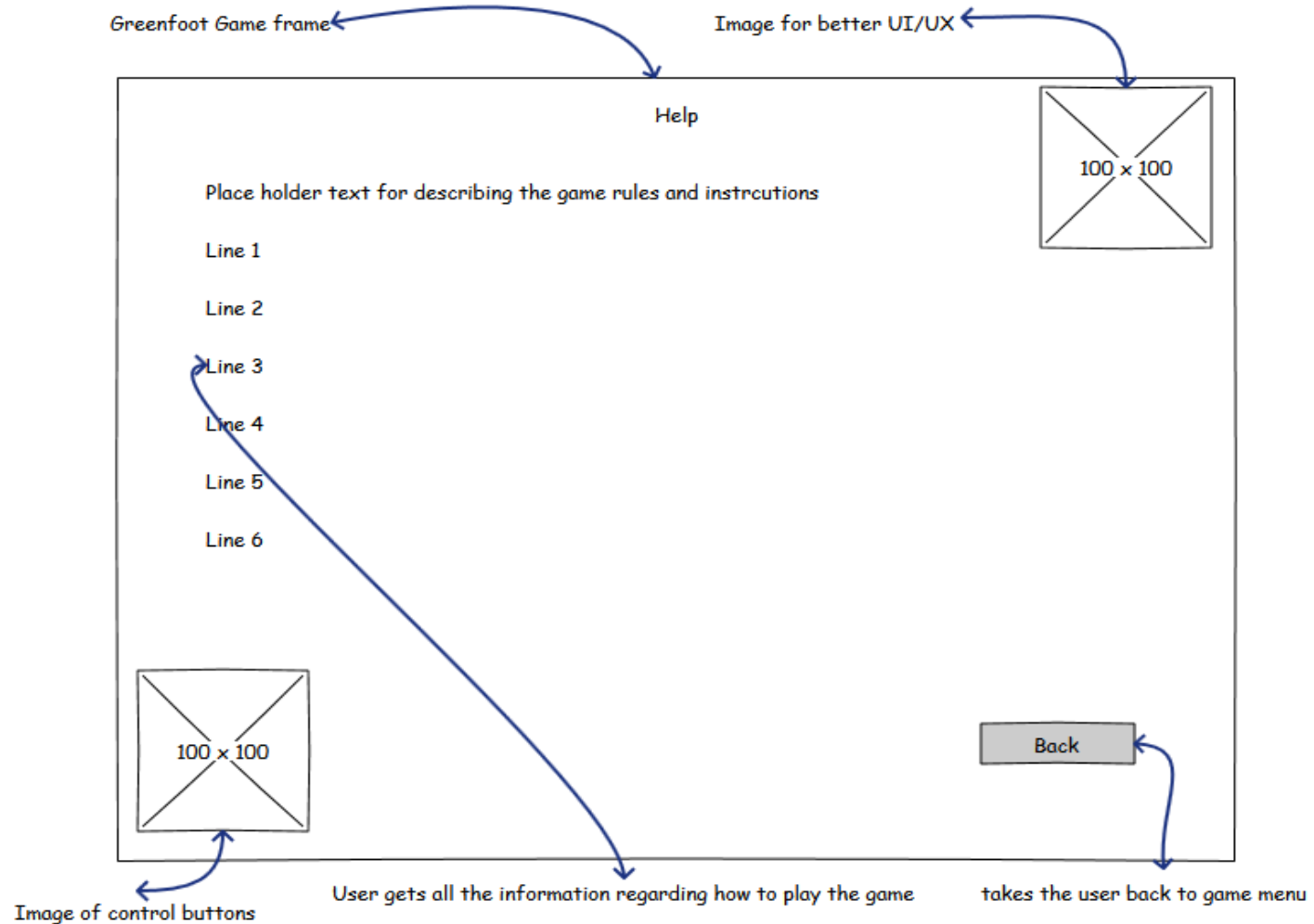
UI Wireframes



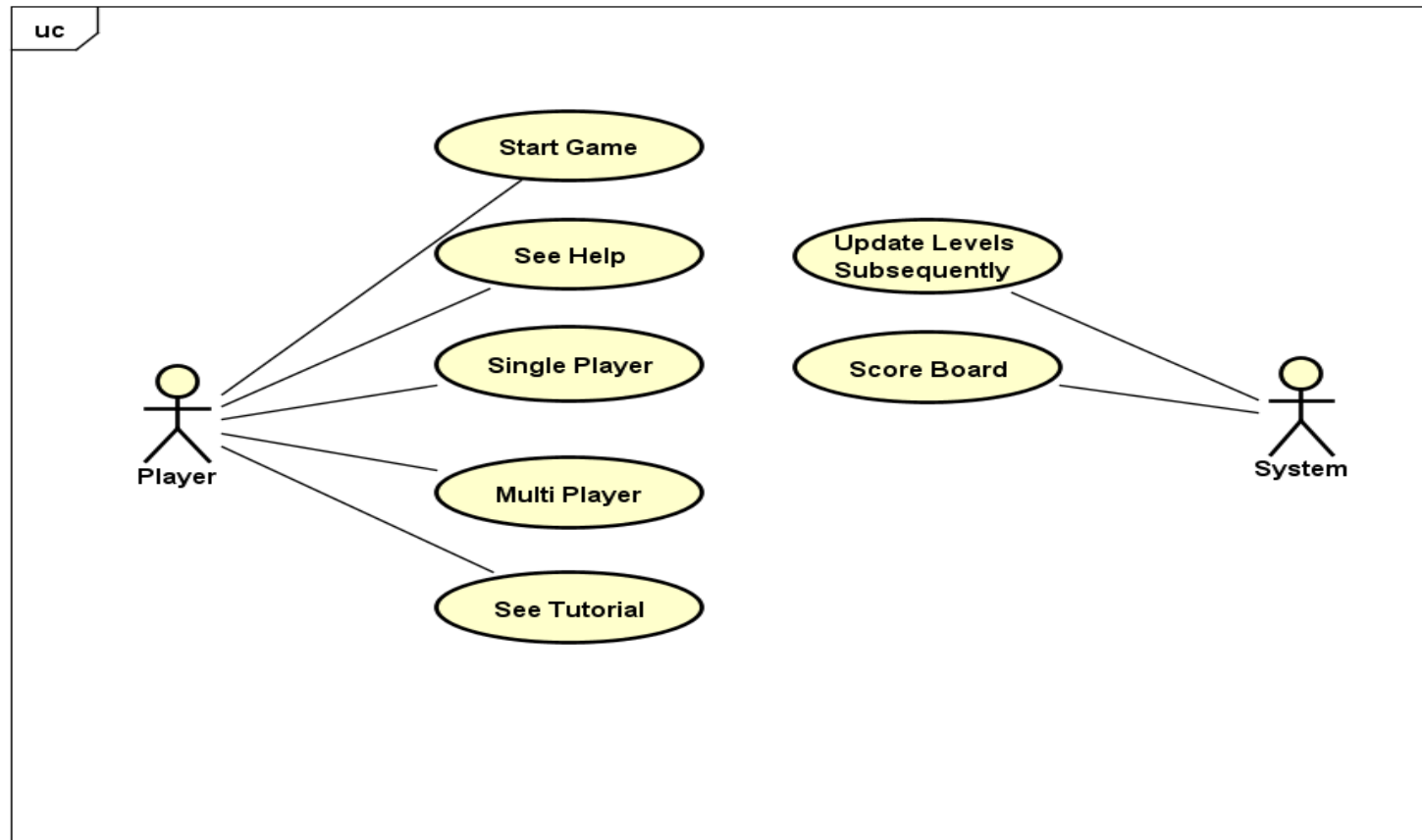
UI Wireframes



UI Wireframes



Use Case



Special Features

- Single and Multi Player Modes.
- Excellent Tutorial for Binary Search.
- Difficulty of the game increases in each level.

Coming Soon..

- More Levels.
- Enhanced User Interface design of the Game as the Level Increases.
- Increased Difficulty levels of the game with added objects.



Thank You