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| Tag: You’re It |
| Working Title |
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| **Set 4O** |
| **1/7/2014** |

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Abstract

The game will be a multiplayer top-down game built for the Unix system. The game will allow multiple users to join two teams, where, there will be collision detection and a point system. The users will be controlled through the WASD or ARROW keys. The game library of choice is the.[CHOSEN LIBRARY] library. Graphics are made in class, and sound is a mix of custom music and music from the internet.

# Synopsis

HyperGlobalNet[WORKING] has been hired by the government to spy on its citizens. They have been placing legalized viruses throughout the country and its global partners to spy on these citizens.

You are a concerned Citizen and you are sick of the gloat of legal viruses being deployed throughout your country. You want the truth to come out and you want the “people” to know what type of things the government has been doing.

You are a simple Security Guard, outsourced by HyperGlobalNet[WORKING]. You don't care about what they do or how they do it. Your only concern is when you will get your paycheck. You have bills and you have people that depend on you.

What side will you play?

# Gameplay:

The games perspective is from top-down. The game is based off of a Points based system and each successful compromise is a point for the “hackers” and each arrest is a point for the “Security Guard”. The game will be round based.

## Milestone 1:

The gameplay for the first milestone is a very simplistic implementation of Cops vs. Robbers. The game will allow 2 users to connect to each other through a separate server. Each user will connect to this user and when both users have connected, the game will commence. When the game will open, there will be a map that will be displayed with an external wall that will prevent users from going off-screen, and there will be some internal walls to impede players. Throughout the map, there will be 4 placed “systems” that the Robber must compromise. To win, the Robber must compromise three of the four systems and the Cop must arrest the robber. To compromise a system, a Robber must simply go over the compromised system. To arrest a robber, the Cop must collide with a Robber. The game will be round based and be a best of 7 where a point is given to either an arrest or 3 compromised systems. On each round, the roles will be changed between users.

# **Teams**:

## Project Leads

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| --- | --- |
| Jordan Marling: | Mateusz Siwoski: |

## Team Leads:

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| --- | --- | --- |
| Andrew Burian | Cory Thomas | Konstantin Boyarinov |
| Shane Spoor | Josh Campbell | Robin Hsieh |

## Developers:

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| --- | --- | --- | --- |
| Damien Sathanielle | Vincent Lau | Tim Kim | Chris Holisky |
| Sam Youssef | Ramzi Chennafi | Ian Davidson | Clark Allenby |
| German Villarreal | | Abhishek Bhardiwaj | |

## Network:

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| --- | --- | --- |
| Andrew Burian | Chris Holisky | German Villarreal |
| Shane Spoor | Ramzi Chennafi | Abhishek Bhardiwaj |

## Graphics:

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| --- | --- | --- |
| Robin Hsieh | Sam Youssef | Tim Kim |
| Konstantin Boyarinov | Damien Sathanieele | Mateusz Siwoski |

## Input

|  |  |  |
| --- | --- | --- |
| Vincent Lau | Jordan Marling | Cory Thomas |

## Game Logic:

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| --- | --- | --- |
| Ian Davidson | Clark Allenby | Josh Campbell |

# Graphics:

The graphics are two dimensional and are viewed from a top-down perspective. The file type for most files is BMP. The tools used for creating the graphics are Illustrator CS5 and Photoshop CS5. The library used for all of the graphics is the SDL2 library and OpenGL.

# Sound:

The following sound has come from the following source:

# Coding Style:

The chosen project was implemented in C++. The style of programming is Component based. The reason for this choice is that…