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StarCraft

-A description of the problem you are trying to solve-

Develop a game that functions very similar to StarCraft. Make a map, units, buildings, and mechanics for the units and buildings. Each player collects resources to create units to attack the enemy. The objective is to destroy the enemy units and buildings.

-Any details regarding instructions for the user interface that is beyond the obvious-

* The left mouse button is used to select units, buildings, command buttons and points of action (locations where orders are carried out).
* When you have a unit or group selected, the right mouse button can be used to issue intelligent commands that will automatically be carried out. Right click will move units and they won’t attack until they reach that position. ‘a’ + right click will attack move them. ‘s’ will stop them. ‘a’ + left clicking on a unit will make them attack and follow that specific unit.
* Press 2 to zoom in, and 1 to zoom back out.
* Use Workers to collect resources to bring to base. Uses Marines and Marauders to attack.
* Left click buildings to choose what troops to spawn in the bottom right.
* Press ‘o’ to show the graph used for the shortest path. If you press ‘c’ and click all the visible vertices from your click position are blue. If you hit ‘y’ and click two separate vertices the shortest path is shown in blue.
* Press ‘-’ to toggle UI

-A list of Python libraries you are using-

. numpy

. pygame

-A list of other resources-

. none

-Descriptions of any extra features implemented (beyond the project proposal)-

. Shortest path for units

. Main Menu Music

-Include a description of the separation of work (who was responsible for what pieces of the program)-

. Main menu - Start game, options, exit, image in background

. Map and mini map - display and interaction

. UI - set up skeleton and implement what we can

. Building mechanics - create entities from buildings

. Resource collection mechanics - create minerals and gas deposits, control workers and make them collect resources and bring them to base

Gio - Map, minimap click movement, combat, shortest path

Karl - UI, buildable units, barracks

Jeffrey - Main menu, Help menu, Music