

COP290 Assignment 2 Subtask 1

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GAME STAGES

- Once the Server and Client executables have been created using the Makefile, run the Server executable using the desired IP and PORT.

GAME STAGES

- With the Server executable running, run the Client executable with same IP and PORT. At this point, the players and enemies spawn on the screen along with the maze. The Server player spawns on the upper left corner. The Client player spawns on the lower right corner.
- Each player has 100 health to start and each enemy has 20 health.

GAME STAGES

- The game is over once one player has died or 150 seconds have passed.
- If a player dies, the other player wins. Otherwise, the player with the most score wins.
- In case Server wins, Player 1 has won!! is displayed. In case Client wins, Player 2 has won!! is displayed. In case of a tie, Mutual Destruction!! is displayed.

GAME MECHANICS

- Players have two weapons: bombs and arrows. Arrows do 20 damage. Bombs do 50 damage with friendly fire.
- Players start with 10 arrows and 5 bombs.
- Player score increases by 1 for each enemy killed.
- Enemies do 10 melee damage to the player.
- On death, enemies drop lootboxes. The lootboxes randomly contain arrows, bombs, health refills or score boosts.

GAME MECHANICS

- 4 enemies spawn initially. 1 enemy spawns a set amount of time after each enemy is killed.
- Additionally, one extra enemy spawns every 30 seconds.
- Players gain 16 invincibility frames after taking damage from any source.

GAME CONTROLS

- Numkeys to move.
- Q to shoot an arrow in the direction that the player is facing.
- E to throw a bomb in the direction that the player is facing.
Bombs explode after 8 seconds, with an area of effect of 3 tiles.

GAME RECORDING

- A recording of the gameplay is attached here.
- https://drive.google.com/file/d/1Nfvli06Jo071go5xpMeyZ3_9LsaTnqZr/view?usp=sharing

THANK YOU