

# No Time to Hide

**Authors:** Joshua Lee, Jacob Tang

**Revision:** 5/20/22

## Introduction:

The classic game of hide and seek tag but modified to accommodate the addition of unique superpowers. No Time to Hide is a multiplayer hide and seek tag game that consists of a 2 minute round. The objective of the game is to end up with the most points at the end of the game. The point system is structured so that 50 points are awarded to hiders for a win and 100 points is awarded to seekers for a win. The game starts with 1 seeker and 1 hider where the seeker attempts to tag the hider before time is up. Tagging refers to your character touching/intersecting another character. In terms of layout, the game is played on a large map which will be created by connecting walls that serve as boundaries for the players. Walls don't block the vision of players on the other side of the wall and can only be vertical or horizontal (not diagonal similar to among us). The game is played in third person which means that the seekers range of vision is pretty large. The seeker, clearly at a disadvantage, is given faster movement than the hider. The seeker is chosen by the 2 people playing and both the hider and the seeker are returned to a game over screen when the hider is tagged. The hider, whose objective is to survive until time is up, is given special powers that can be used either once or several times each game. Special powers include teleporting, taser stun, speed boost, and being reborn. The hider is randomly assigned a special power and is different every game. Only hiders have super powers.

## Instructions:

Use the WASD keys to move around for seeker and arrow keys for the hider. Press the spacebar to use special powers as the hider. The goal of the hider is to not get tagged by the seeker before time is up. The goal as the seeker is to tag the hider before time is up. If hider gets tagged, they are returned to a game over screen but can play again.

## Features List (THE ONLY SECTION THAT CANNOT CHANGE LATER):

### **Must-have Features:**

[These are features that we agree you will *definitely* have by the project due date. A good final project would have all of these completed. At least 5 are required. Each feature should be fully described (at least a few full sentences for each)]

- Map/grid that the players are able to play on with a maximum of 2 players in the map. The map serves as the foundation of the game as the game can't be played without it.
- Special ability powers that are able to be used and work in the game include:
  - Reborn: Hiders get extra life and are teleported to their spawn
    - Works 1 time
  - Taser Stun: Stuns nearby seeker temporarily stopping their movement
    - Works for 5 seconds
    - 80 block radius (each block is one array index away from each other)
    - Works 2 times

- Speed Boost: Temporarily increases speed of player
  - Works 1 time
- Teleport: Teleports to a random place on the grid
  - Works 2 times
- Intro screen/menu in which players can choose to play the game or use the help to learn the game.
- Timer on bottom right of the screen which indicates how much time left in each round.
- Death feature where the hider and seeker is given a game over screen and a way to play again.

### **Want-to-have Features:**

[These are features that you would like to have by the project due date, but you're unsure whether you'll hit all of them. A good final project would have perhaps half of these completed. At least 5 are required. Again, fully describe each.]

- Creating a local player network where multiple players can play at once
- Each player is assigned multiple superpowers instead of one and more superpowers are added to the game such as teleportation and clone
- Allowing players to have ability to revive their teammates if they stand on them for a certain amount of time
- Multiple maps with special gadgets/unique features such as lava or acid
- Multiple game modes such as toilet tag, free for all/regular tag, and capture the flag.

### **Stretch Features:**

[These are features that we agree a *fully complete version of this program would have, but that you probably will not have time to implement*. A good final project does not necessarily need to have any of these completed at all. At least 3 are required. Again, fully describe each.]

- Difficulty levels with seeker having increasing amounts of speed
- Play with CPU at different difficulties
- Random events in the game like weather that either helps or destroys you

### **Class List:**

Package: Grid

- DrawingSurface - graphical interface that game is played on
- Main - PApplet that runs the whole program
- Map - contains the boundaries and layout of the game

Package: Gameplay

- Sprite - stores basic features of a character/ sprite
- Hider - stores qualities and abilities of hider
- Seeker - stores qualities and abilities of seeker

[This section lists the Java classes that make up the program and very briefly describes what each represents. It's totally fine to put this section in list format and not to use full sentences.]

### **Credits:**

[Gives credit for project components. This includes both internal credit (your group members) and external credit (other people, websites, libraries). To do this:

- Jacob: Main, DrawingSurface, Seeker, SpecialPowers (reborn, teleport), work on stylistic components and accessibility of game for players, GUI
- Josh: Main, DrawingSurface, Hider, Sprite, SpecialPowers (taser stun, speed boost), Images, GUI
- John: SpecialPowers (reborn, teleport. taser stun, speed boost)
- Processing