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Media Engineering and Technology
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Computer Programming Lab, *Spring 2019*
Rescue Simulation
Bonus Features

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This document introduces the possible bonus features you can add to your game. You can choose to implement any number of them, however **only one** bonus feature will count in the end. The bonus feature can give you up to 5% of your grade.

The deadline is **Wednesday, May 1st @ 23:59 pm.**

1   Possible Features

1. Extraordinary GUI: Accompanied by a demo video, to be included in the submitted folder.

2. Network-Assisted Mode: By adding a "call a friend" button on the GUI, and entering the IP Address of your friend's computer, a notification should be sent to their game that you need help, and a window will open where they could see your game status, and be able to chat with you to help you in your next move.
   Hint: look up "socket programming" and "threads" on Google. You do not need to implement a full complicated network hierarchy. You just need to enable this feature in a simple manner.

3. Computer-Assisted Gameplay: Like the previous point, but for a more immersive single-player experience, design a simple computer companion to help you decide what to do next. **Hint:** Design a Recommendation algorithm, that takes into consideration the current status of all game objects, and recommends the best moves possible.

2   Submission Procedure

To submit a bonus feature, you should submit the code containing the bonus on metguc.in to the project belonging to the implemented feature.