





Run and Shoot App

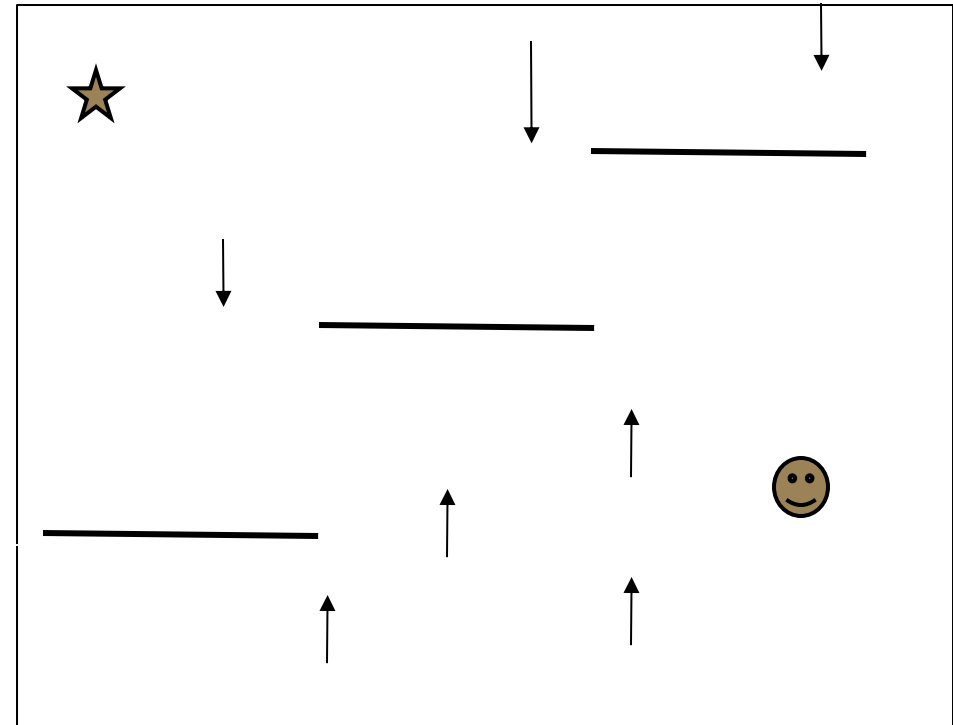
Presented By: (Group D)
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Layeghi Mahsa
Xu Jin
El-Habrouk Jaser

Application View

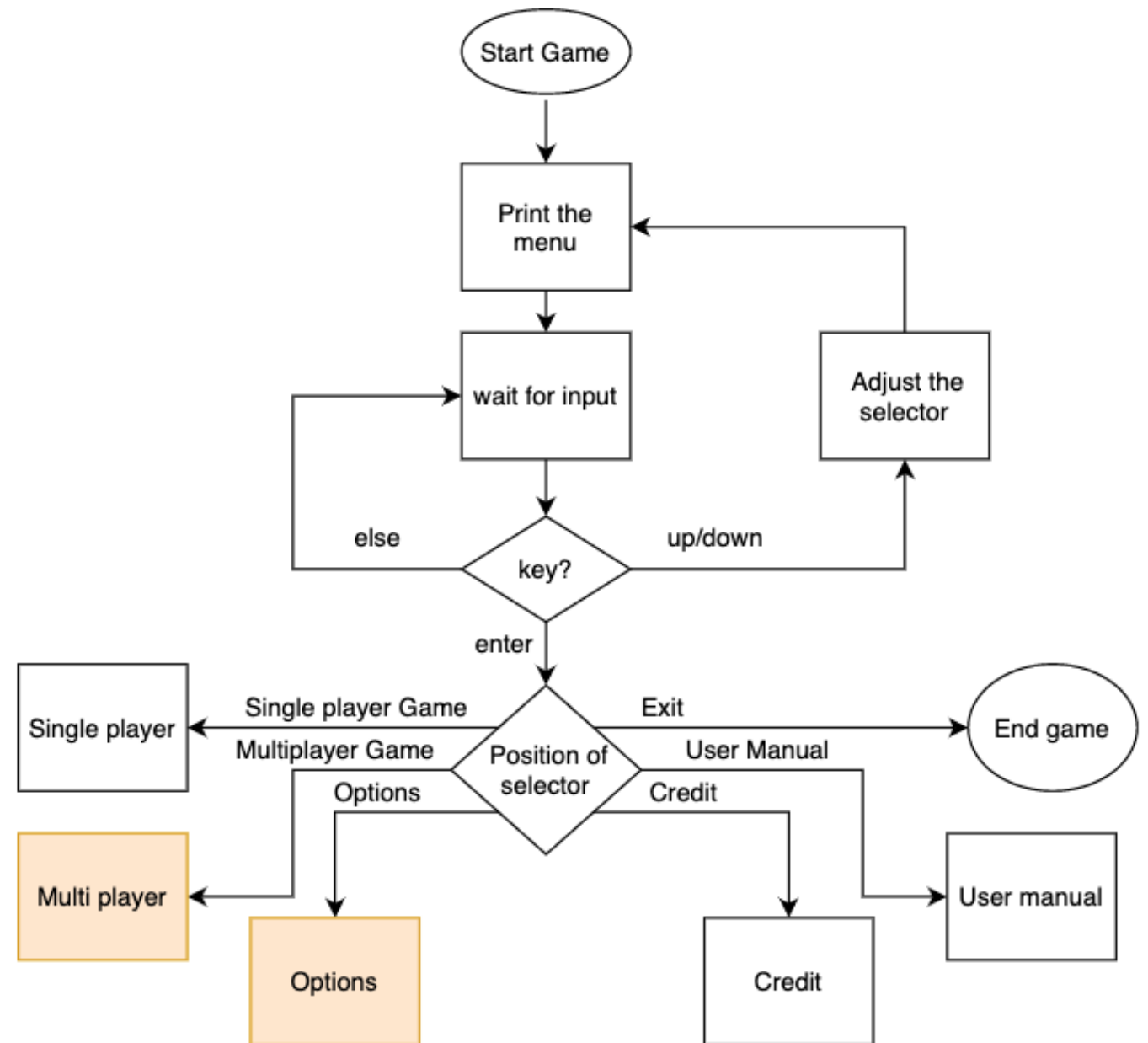
A simple map can look like this:

- Destination 
- Player 
- Barrier 
- Arrows 

The map is definitely not graphically intensive. This is just for demonstration purpose



Application Flow Chart



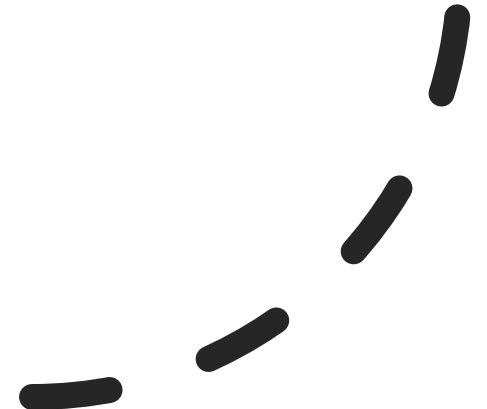
Single Player Mode

- The map has a destination point which the player should reach it to wins.
- There are some places in the map that the player can freely move around and some moving/static barriers which the player cannot move through them.
- There are some random moving bullets/arrows in the map which can hit the player and if any does hit him/her, player loses a heart.
- If player loses all its hearts, game is over.



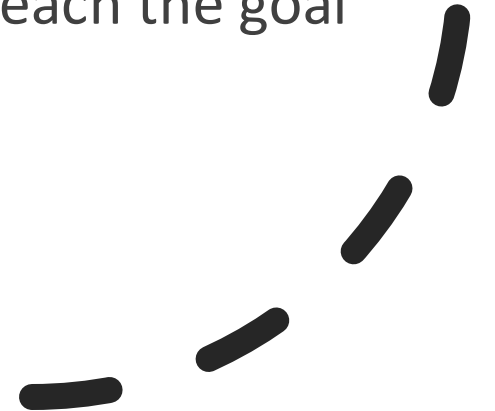
Options (Available in Final Release)

- In options tap one can select a specific map from the existing available maps:
 - Map number one
 - Map number two
- One can select the game difficulty
- When difficulty goes higher, the number and the speed of the arrows will increase
 - Easy
 - Moderate
 - Hard



Multiplayer Mode (Only Available in Final Release)

- In this level, we want to add another player to the game
- The goal is reaching the destination
- Both players will be able to shoot each other
- If they can hit each other, the player which is shot will be out of the game and the one who is still in the game should reach the goal.
- The game will over when one player reach the goal



	Jaser	Pari	Mahsa	Jin
Week 1 25-31 Oct	<ul style="list-style-type: none"> • Void print_menu (Menu menu); • Void update_selector(Menu* menu_p, int arrowKey); 	<ul style="list-style-type: none"> • Void choose_menu_option(OptionMenues optionMenu); • Map load_map(FILE* file_p,int mapNumber); 	<ul style="list-style-type: none"> • Void update_player_pos(Player* player, int arrowKey); • int is_barrier_hit(Player player,MapBarrier* barrier, Mapspace space); 	<ul style="list-style-type: none"> • void update_barrier(MapBarrier* barrier, MapSpace space); • void take_heart(Player* player);
Week 2 1-7 Nov	<ul style="list-style-type: none"> • void update_arrow(MapArrow* arrow, MapSpace space); • int is_reach_goal(Player player, Goal goal); 	<ul style="list-style-type: none"> • int is_player_hit(Player player, MapArrow* arrow); • void continue_game(void); 	<ul style="list-style-type: none"> • void win_game(Player player); • void credit(void); 	<ul style="list-style-type: none"> • void update_view(Map map); • void pause_game(void);
Week 3 8-14 Nov Nov 12 – P2,D3	<ul style="list-style-type: none"> • int is_game_over(Player player); • void back_to_menu(void); 	<ul style="list-style-type: none"> • void game_over(Player player); • void single_player(void); 	<ul style="list-style-type: none"> • void exit(void); 	<ul style="list-style-type: none"> • void user_manual(void);
Week 4 15-21 Nov	Finish release one and its documentation			

	Jaser	Pari	Mahsa	Jin
Week 5 22-28 Nov	<ul style="list-style-type: none">void option(void);	<ul style="list-style-type: none">int set_map(Option option, int key);	<ul style="list-style-type: none">void set_difficulty(Option option, int key);void shoot(Player player, Map* map_p);	<ul style="list-style-type: none">void print_option(Option* option);void multi_player(void);
Week 6 29 Nov-5 Dec	Finish release 2 and work on documentations – prepare presentation 3 slides			
Week 7 6-12 Dec 8-10 Dec (P3)	Work on Presentation 3 and Deliverable 4 documentation			
Week 8 13-19 Dec 18 Dec (D4)	Work on Deliverable 4 and its documentation			

Q & A

Thank You!
