2- Player Maze Game

Mayank Kumar (2017CS10348)

Sahil Sood (1028CS10379)

Contents

Build and Run

Create "build" directory in the root directory of the game

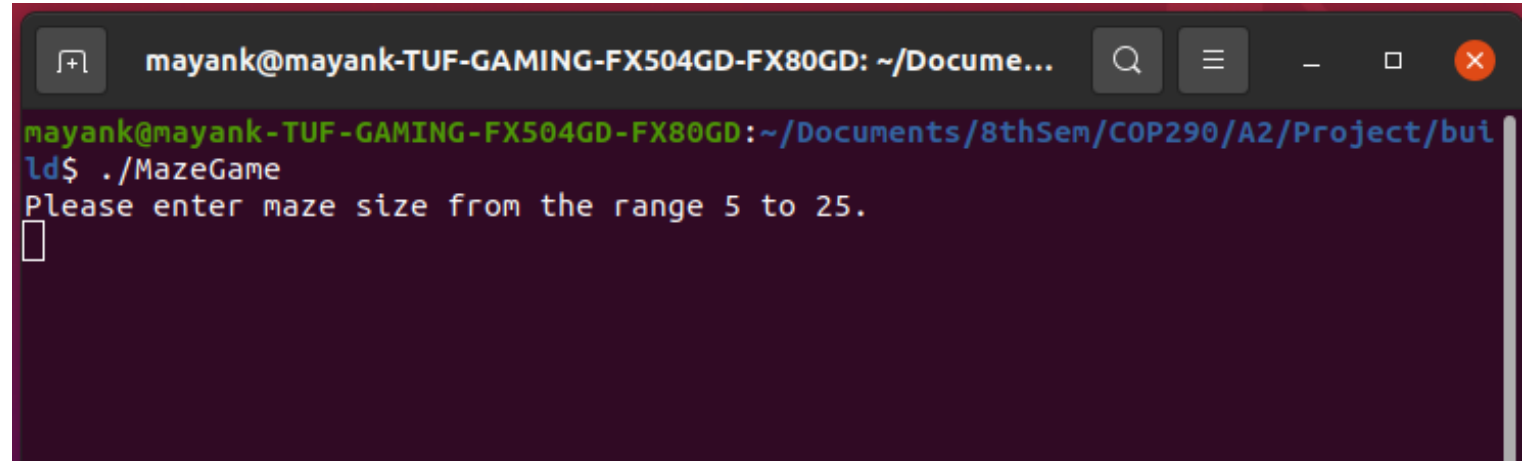Change current working directory to "build"

Use Cmake and make to build the game and generate required executable files

Detailed instructions on performing these steps in ReadMe file

Game Instructions


```
mayank@mayank-TUF-GAMING-FX504GD-FX80GD: ~/Docume...
mayank@mayank-TUF-GAMING-FX504GD-FX80GD:~/Documents/8thSem/COP290/A2/Project/bui
ld$ ./MazeGame
Please enter maze size from the range 5 to 25.
```

- On running the executable file(MazeGame) for the game, you will be prompted to enter an integer value for defining the size of the maze from a given range
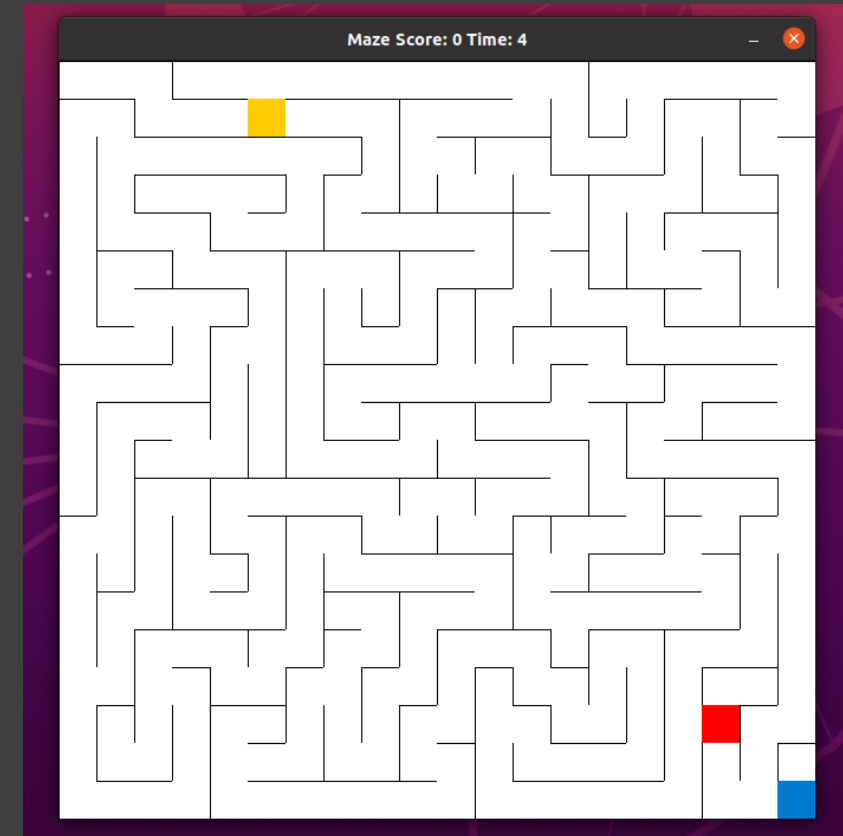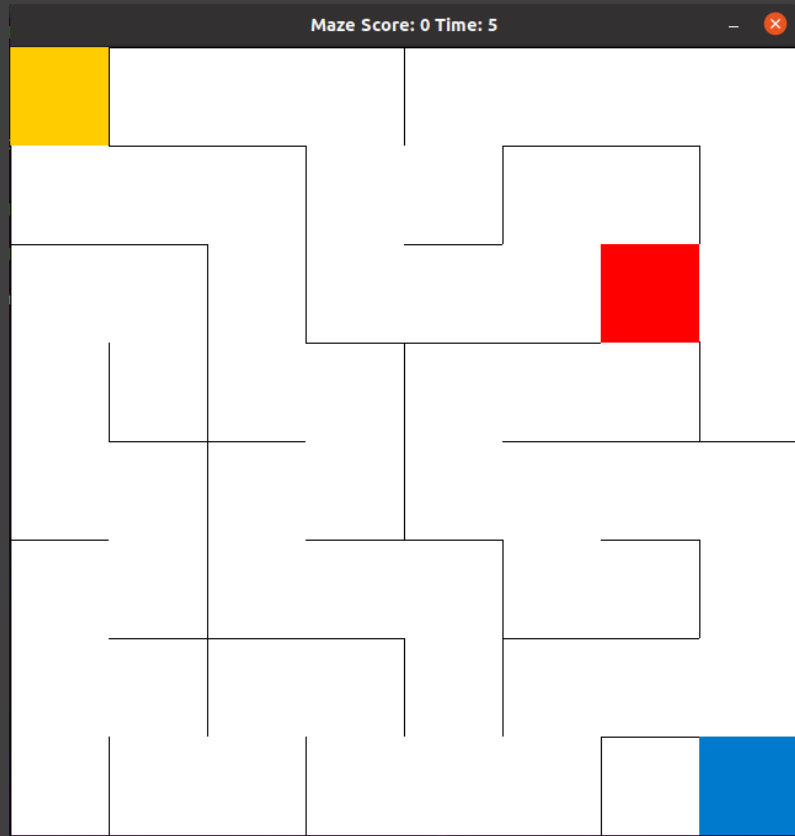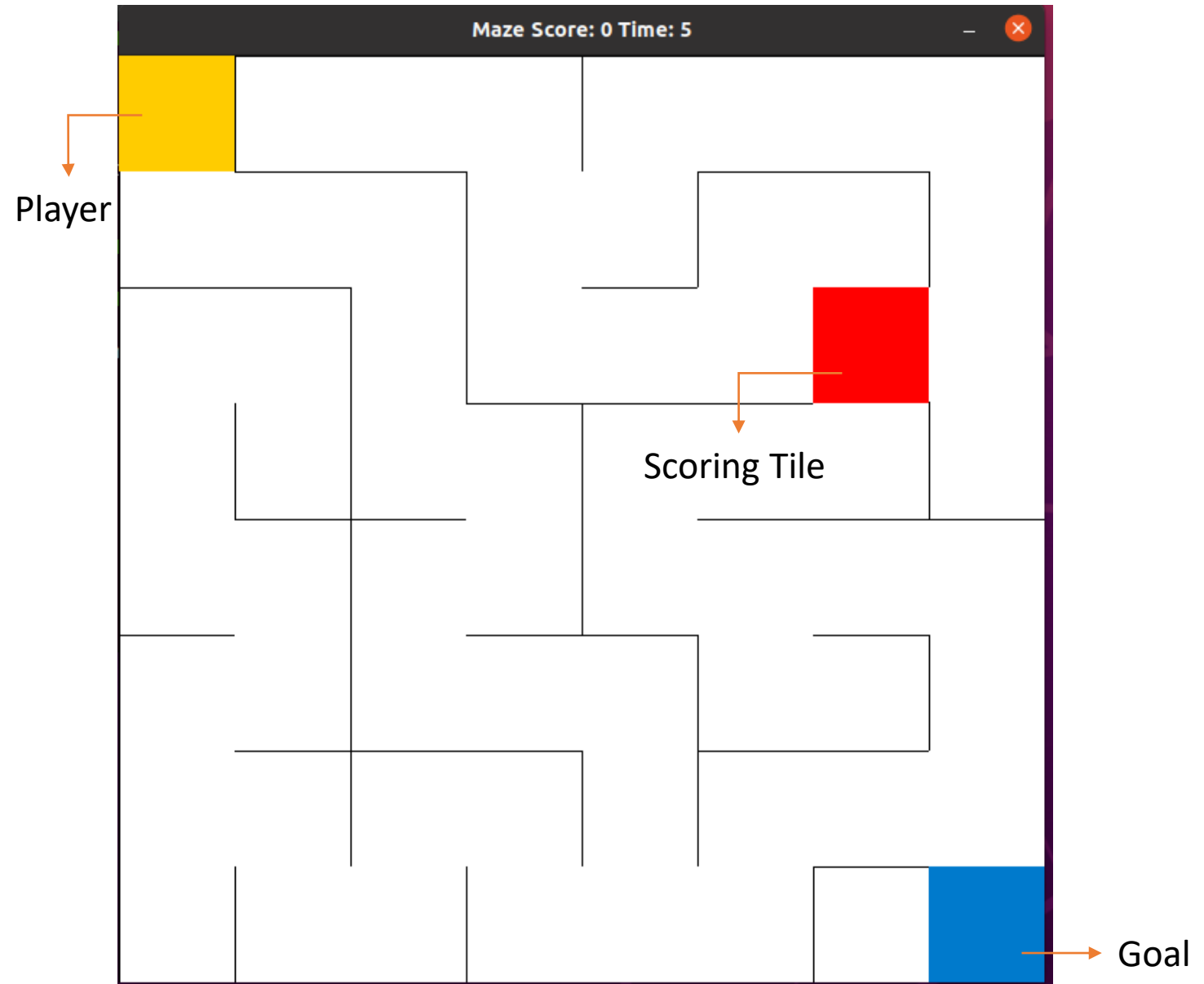
Instructions

- After providing the size of the maze, a new window will appear corresponding to the game

- A maze size of N*N, where N was the input provided, will be displayed in the window as shown in the images

Instructions

- The yellow block represents the player, blue for the goal and red for the scoring tiles

- Move across the maze using the arrow keys

Maze Score: 0 Time: 5

Player

Scoring Tile

Goal

Instructions

- Once the goal is reached, close the current window using "Esc" or "Enter". It can also be done using the arrow keys

- Note that just reaching the goal does not close the window automatically

Game Rules

- The ultimate objective of the game is to finally reach the goal in minimum amount of time

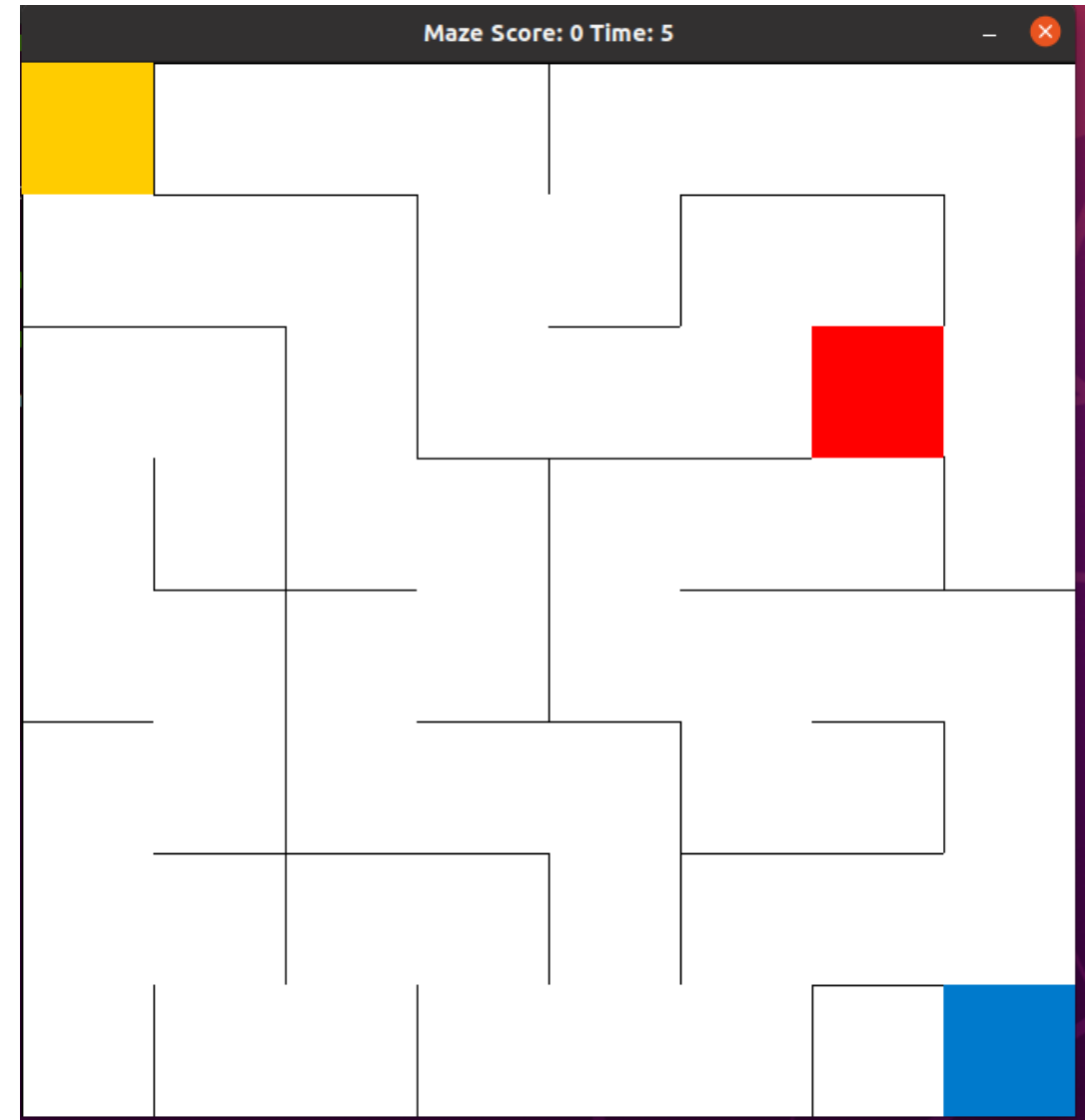- The player will start from top left corner of the maze and the goal is at the right bottom corner

Fig: Game Start

Game Rules

- Score points by visiting scoring tiles marked in red

- Overall score is determined based on the points obtained and the overall time taken to reach the goal
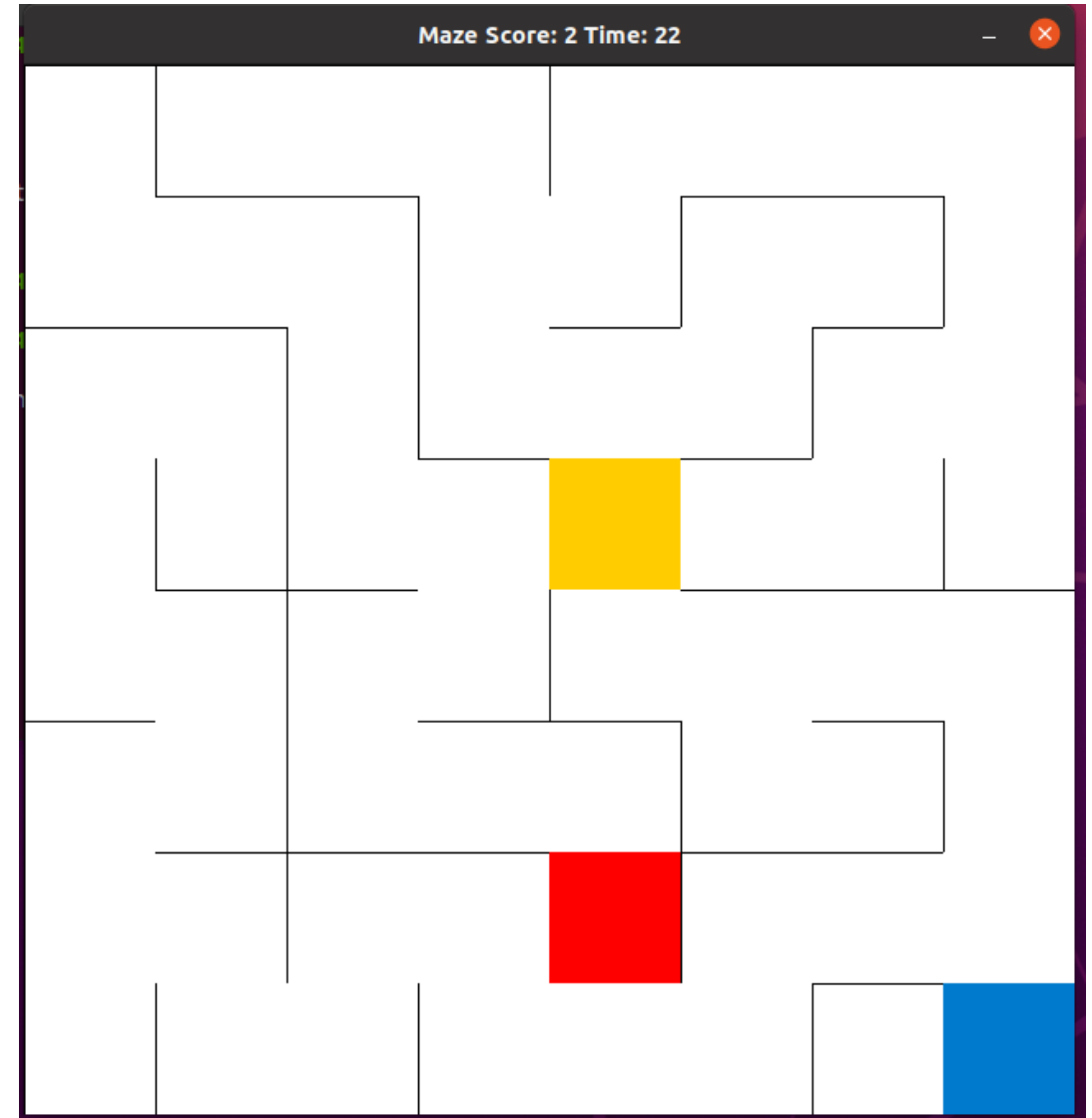

Fig: Game in progress

Game Rules

- Formula for overall score:

    No. of scoring tiles reached - ((time in secs)/(size of maze))

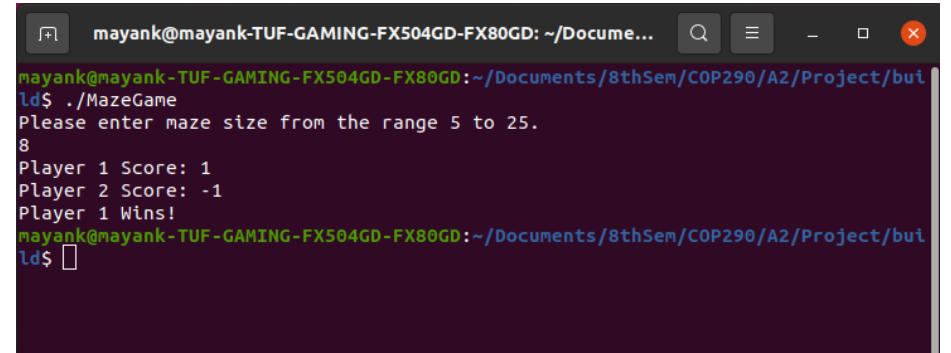- As a strategy, avoid spending time on reaching a tile and go to the goal instead for a higher overall score
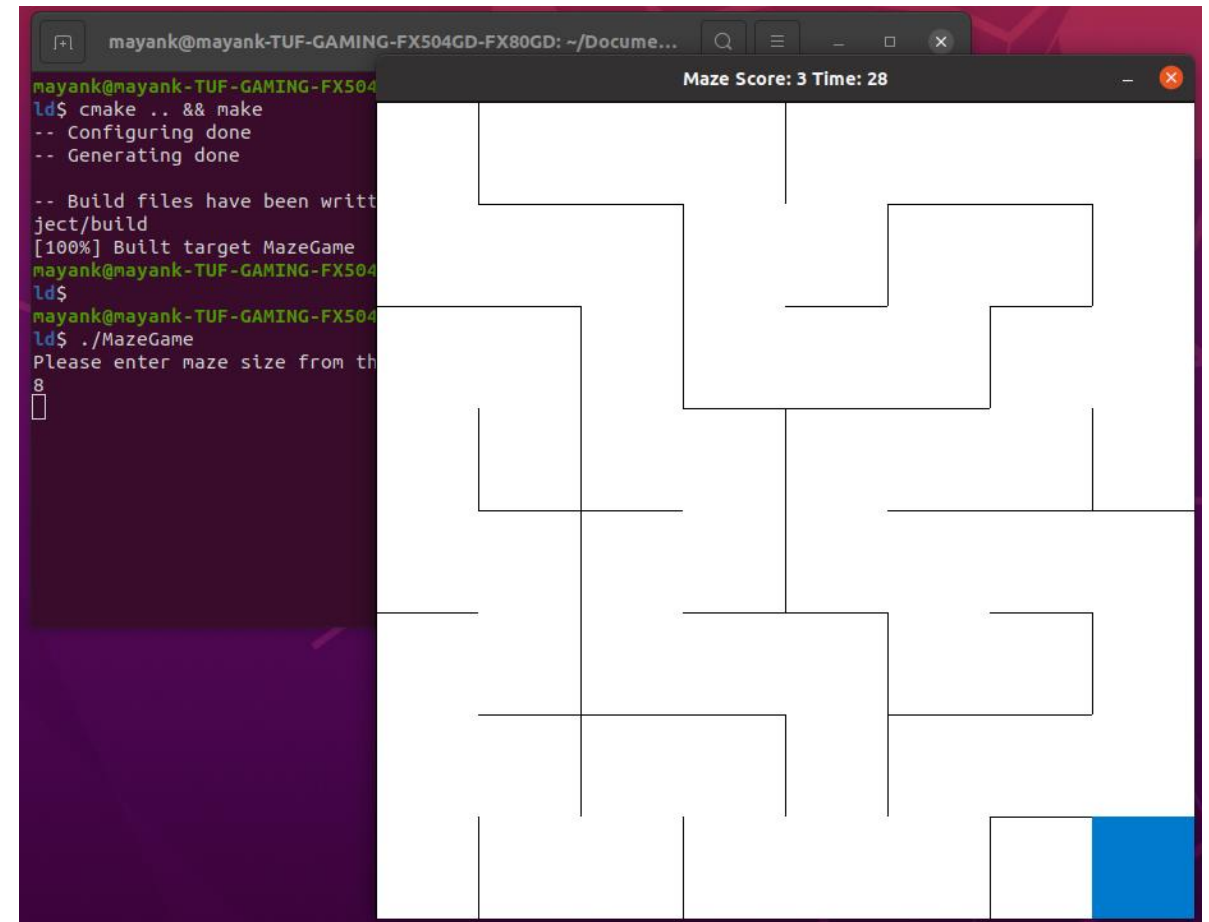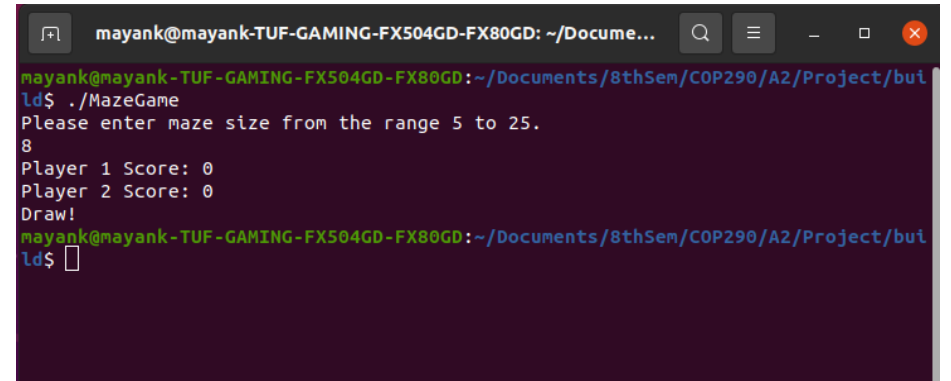

Fig: Goal Reached

Game Rules

Fig: Player 1 wins the game

- Once the game is finished the scores are calculated, and the winner is displayed on command line
- In case both players have the same score, "Draw!" will be printed

Fig: Game draw

The End
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Enjoy Playing!