

Assembly Project

The Wild-West

Project description:

The Wild West™ is a two-player game where you have to best your opponent in either a battle of wits, or reaction time (Two separate game modes).

When the game starts, each player keeps their gun holstered (by holding a button), and depending on the game-mode, one of two things will happen next.

Game-mode 1: a riddle appears on the screen, and can be answered by pressing a key, and whoever takes his gun out of his holster and presses the correct answer shoots the other player and wins.

Game-mode 2: a letter appears on the screen for each player, and whoever presses the button faster wins like mode 1.

The Wild West™ is heavily inspired by <https://www.gunblood.com/>

And this was the TA's Response:

Note: need defense/attack system like some barriers, different types of shots (Not all shots are deadly ones from the first shot), powerups that could be collected by requesting extra riddles for example... etc.

The required tasks can be categorized as follows:

- **Beginning of the application**

- ~~[MENU] Enter Player One Name & Enter Player Two Name~~
- ~~[MENU] Choose Chatting (منظر بس دلوقتي) Or Game~~
- ~~[MENU] Select Game Level (Level 1 Or 2)~~

- **Graphics and animations**

- ~~[GFX] Man with holstered pistol~~
 - Needs to have multiple colors: (Blue if he has a shield, Red if dead, and white otherwise)
 - Needs to be mirrored (player one and player two will be looking at each other, not in the same direction)
- ~~[GFX] Man with raised pistol~~
 - Needs to have multiple colors: (Blue if he has a shield, white otherwise)
 - Needs to be mirrored (player one and player two will be looking at each other, not in the same direction)
- ~~[ANIM] Bullet~~
 - Just a small (but visible) square.
 - Moves from player one to two or the opposite. (needs to be mirrored)

- ~~**Status Bar**~~

- Shows the winner, tells if it's a draw, etc...

- **The game – Common Code**

- ~~Pistol Holster / raise mechanic~~
- ~~Shoot mechanic (detect riddle or prompt answer)~~
- ~~Shield button prompt~~
- ~~Shield logic~~
- ~~Change player color accordingly~~
- Deciding the winner and the loser

- **The game – Level Specific**

- ~~[BACKEND LVL 2] At least 12 riddles, all of which can be answered with one key and have different answers~~
- [UI LVL 2] Showing *Two* random riddles on the screen (One for each player to answer)
- [LOGIC LVL 1] Generating a random ascii for a button on the keyboard
- [UI LVL 1] Showing *Two* randomly generated buttons (one for each player)

Program Flow:

“Every task should be written in a procedure or a macro”

“Then in the main function of the program we can include these macros”

“zy el programming wel data, fakreen el main bta3hom kan fady ezay?”

أندرو	<ul style="list-style-type: none"> • Making 3 Riddles according to the specifications • [ANIM] Bullet • Shield button prompt • Shield logic
عامر	<ul style="list-style-type: none"> • Making 3 Riddles according to the specifications • [MENU] Enter Player One Name & Enter Player Two Name • Pistol Holster / raise mechanic • Game Logic
محمد	<ul style="list-style-type: none"> • Making 3 Riddles according to the specifications • [GFX] Man with holstered pistol • [MENU] Choose Chatting Or Game • [MENU] Select Game Level (Level 1 Or 2)
موسى	<ul style="list-style-type: none"> • Making 3 Riddles according to the specifications • [GFX] Man with raised pistol • Shoot mechanic • Status Bar