

Game Programming S4478/CS5413

Project 1

In this project I used HaxeFlixel to perform different task.

This is 2 Player Game.

1

Click on the “**Play Now**” button to start the game.

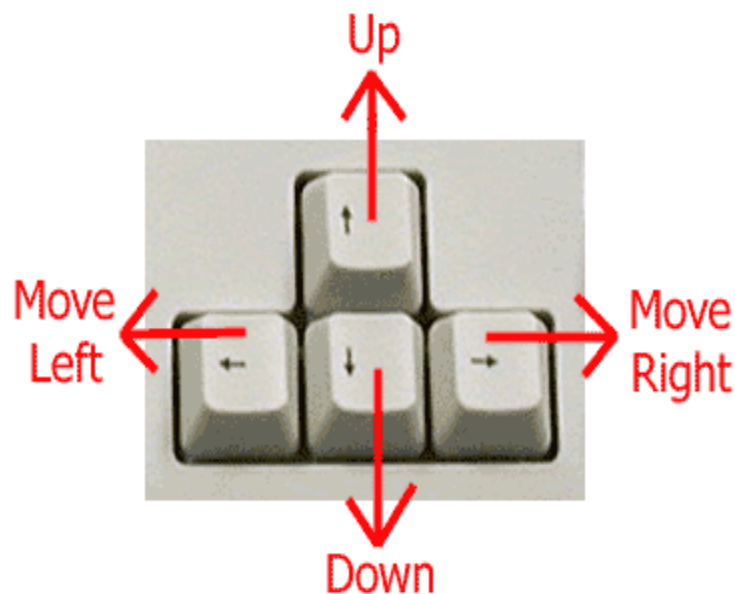
Rules of Game

Here the game is about fighting (war) in which there are 2 players which will fight with each other to make their score. They will make their score by earning the star so I give the name of this game as “**Star War**”.

Both the player fights to earn the star. In other words, they want to make their score and win. The score is displayed on the upper side of the screen. The right-side score is for player 2 and the left side score is for player 1. Here both the player have gun and they can shoot each other.

- ⇒ Player cannot go beyond the wall.
- ⇒ By default, both the player has score which is 50.
- ⇒ When they collect one star, they will earn +10 points, which is added in their total score.
- ⇒ If player encountered by bullet (opposite player bullet) then he will lose 50 points
- ⇒ If the score less than 0 means player die.
- ⇒ If both the player touches each other then the game will over and no one will win.
- ⇒ If any of the player have score more than or equal to 650 then he will win (if the player earns more than half star then he will win)
- ⇒ By default both the player start their game from opposite side
- ⇒ The player will always fire on that direction where the opposite player is.

Player 1	Player 2
To go on Right direction press "D"	To go on Right direction press "Right Arrow"
To go on left direction press "A"	To go on left direction press "Left Arrow"
For Jump press "W"	For Jump press "Up arrow"
To shoot bullet press "Space "	To shoot bullet press "Enter "



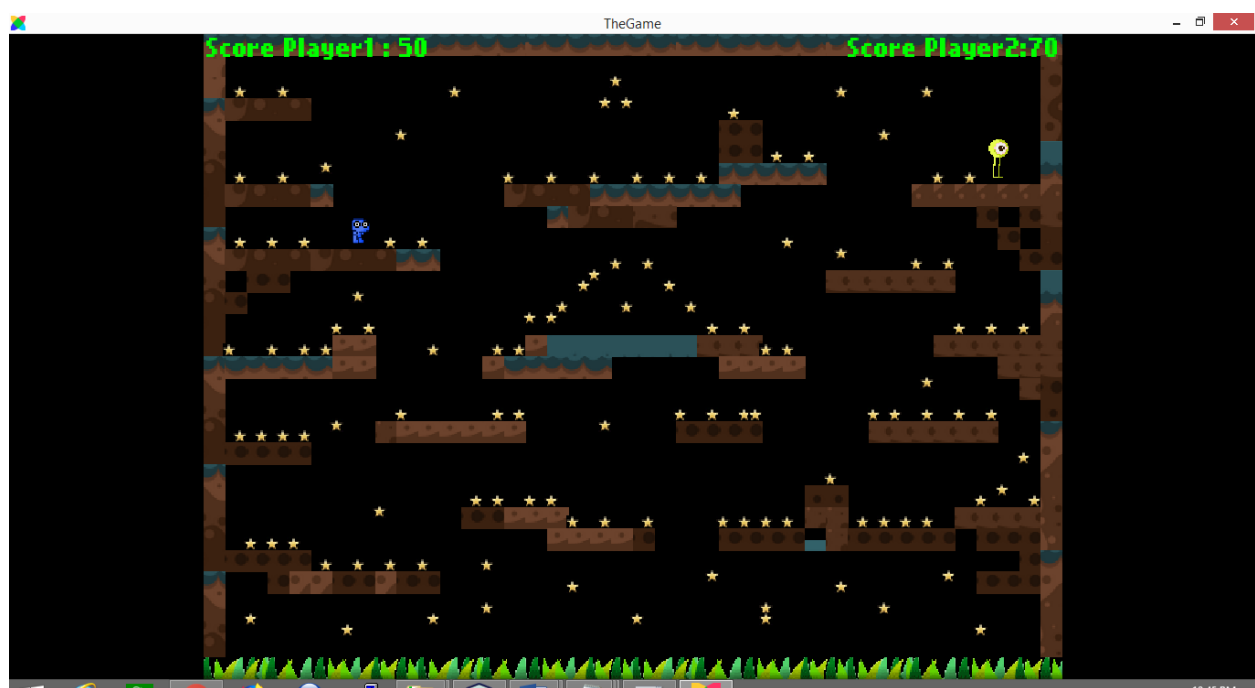
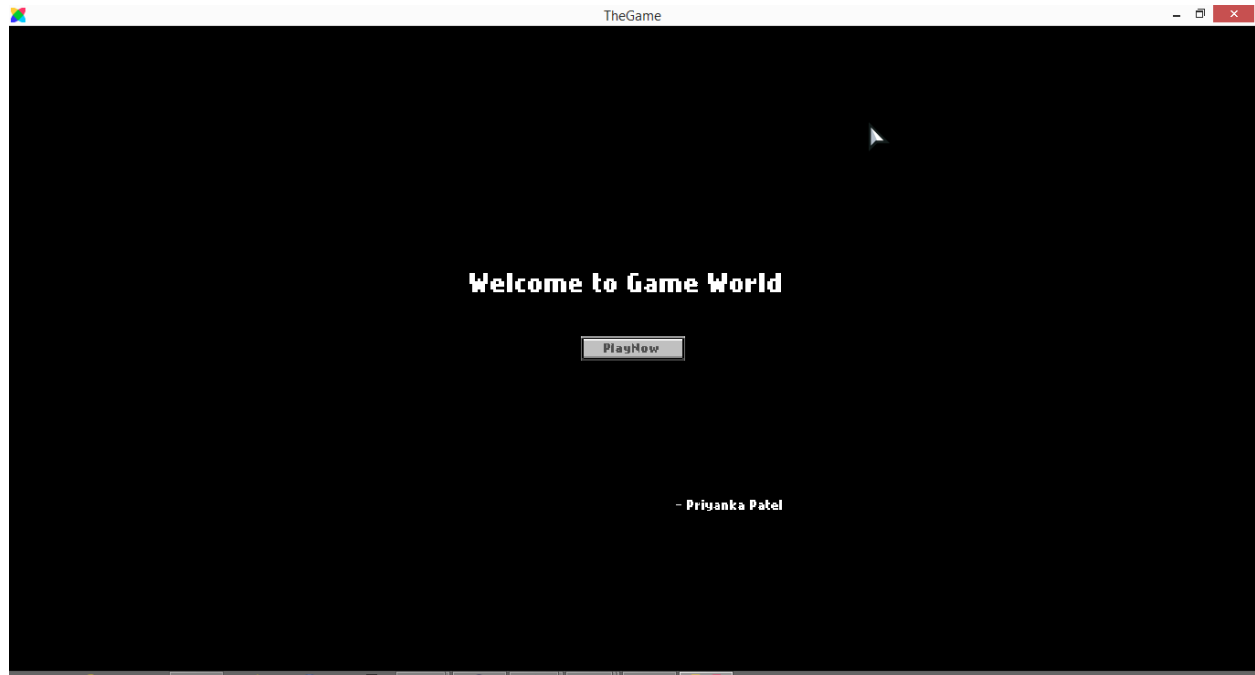
Victory Conditions (Wining conditions)

- ⇒ The player will win if he shot opposite player and reduce his score and make it zero.
- ⇒ The player will win if his score is more than or equal to 650

The are 3 cases of this game Conditions

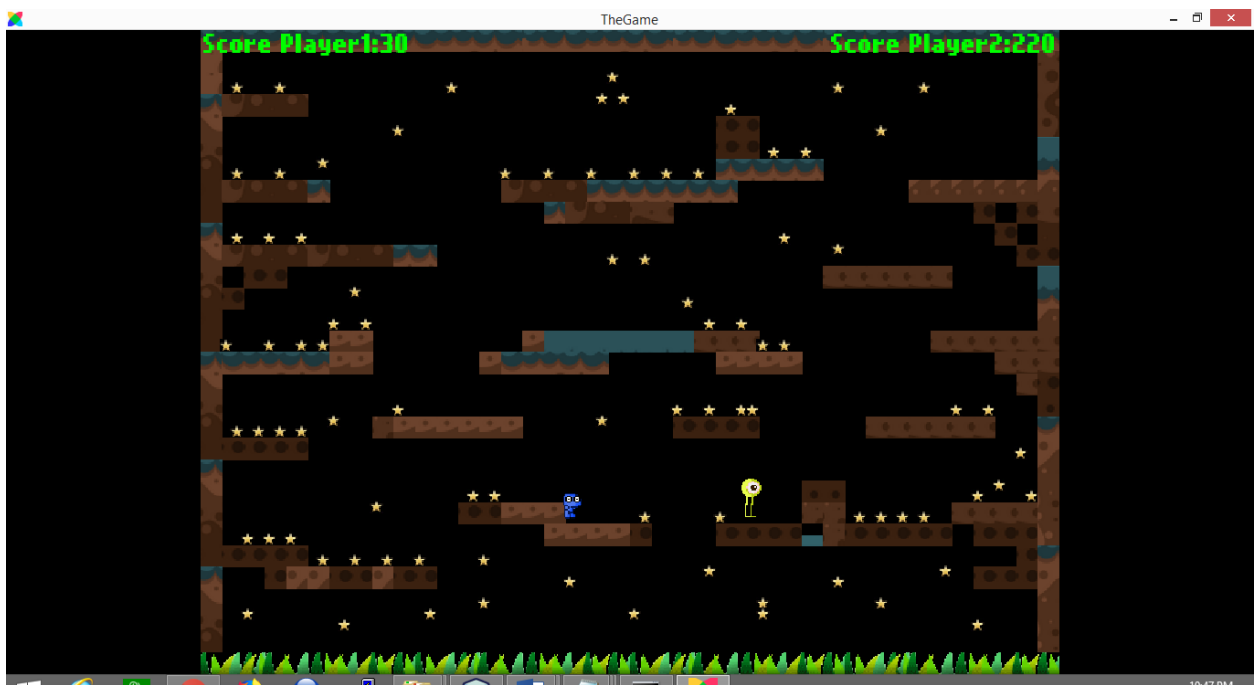
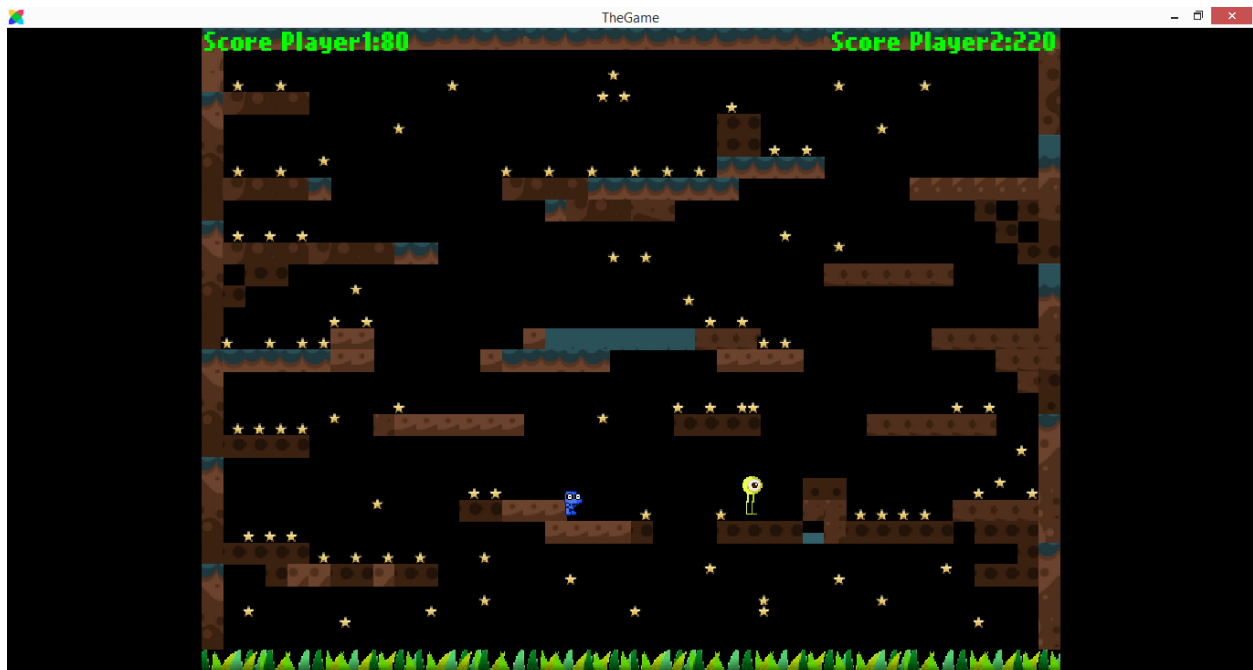
- ⇒ Player 1 win
- ⇒ Player 2 Win
- ⇒ No one win

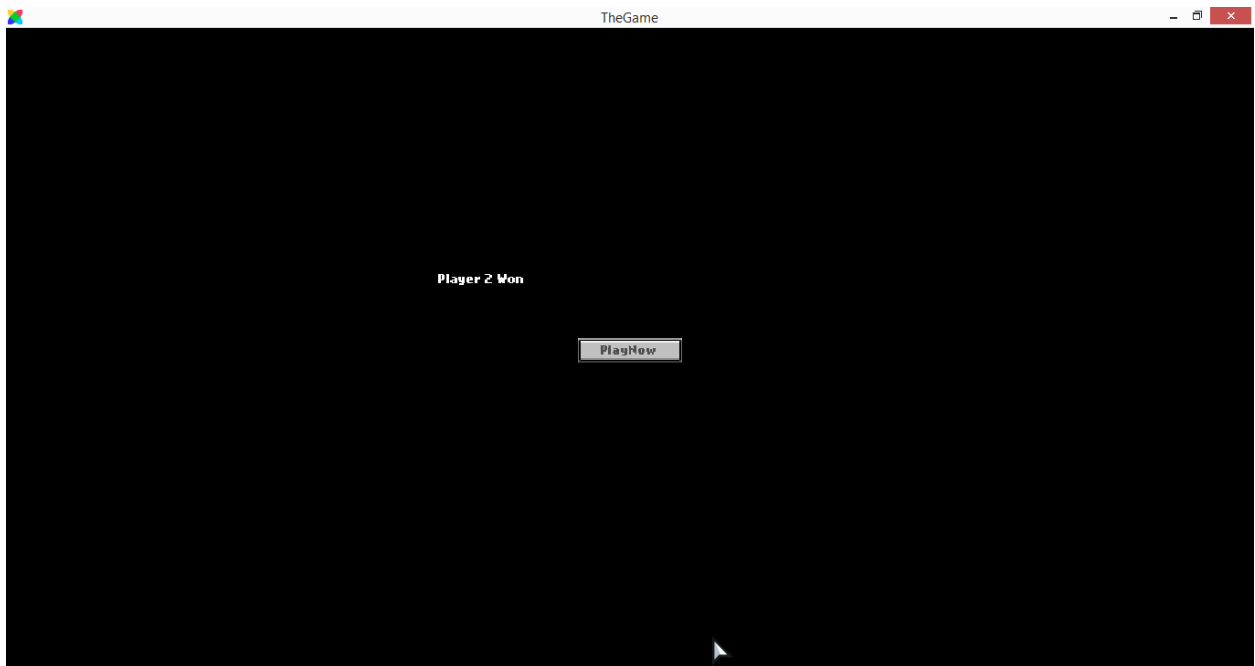
Output





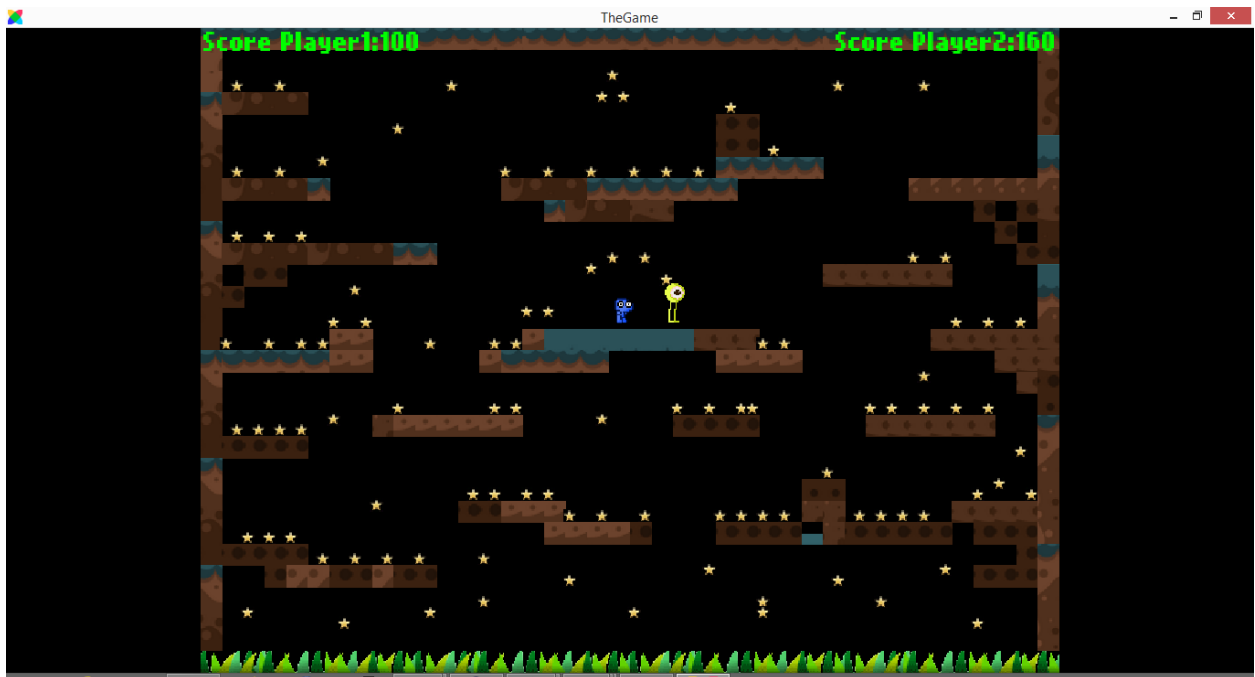
When plater 2 Shoot player 1



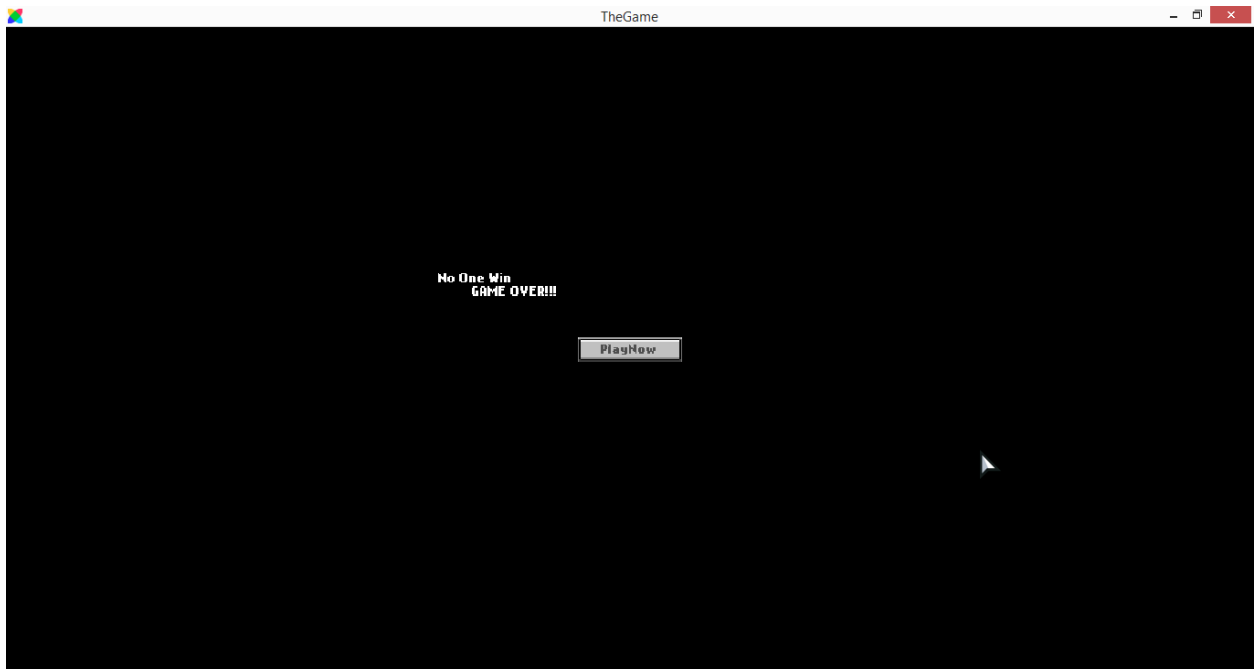


Player 2 Win

When both the player touches each other



The game is over and no one will win

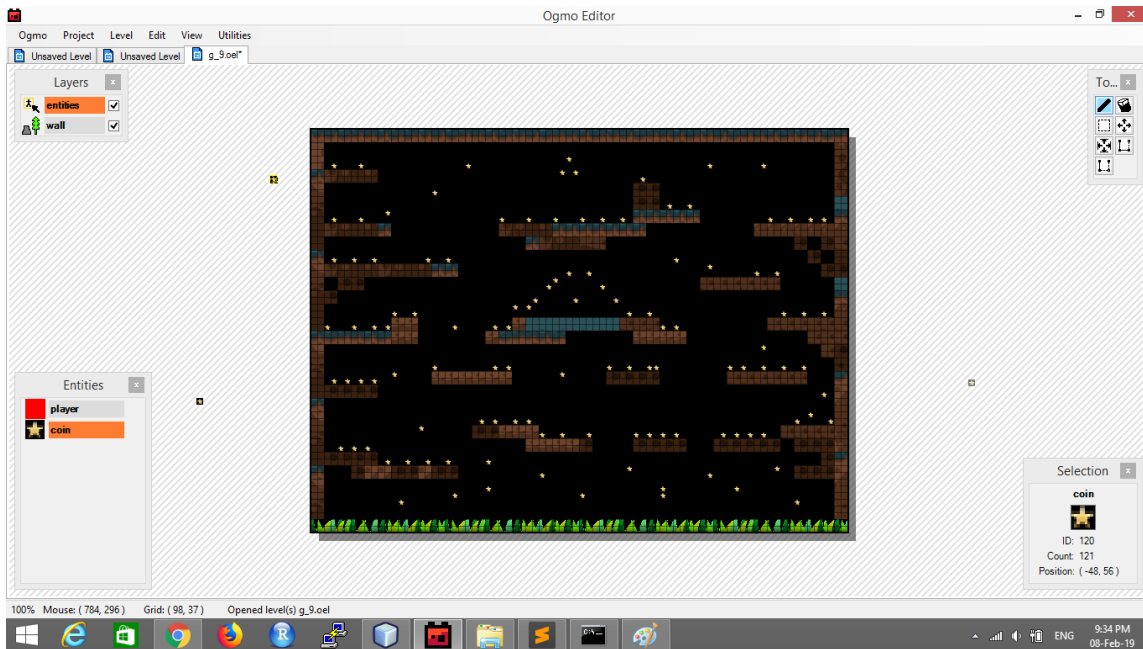


Note:- here I Used different sound for jump, shoot the bullet and all so please keep your speaker on

Code description

In this project I have used tile map to make tile layer

I made the layout of this game in Ogmo software. In that I made one project with layer and entities.



Here I have created 2 different class for 2 different player . I just created the object of both the player and player 1 class in my PlayState.

```

76
77
78 map = new FLxOgmoLoader("assets/ogmo/g_9.oe1");
79 m_Walls = map.loadTilemap("assets/images/walls1.png", 16, 16, "wall");
80 m_Walls.follow();
81 m_Walls.setTileProperties(1, FLxObject.NONE);
82 m_Walls.setTileProperties(2, FLxObject.ANY);
83 add(m_Walls);
84
85
86 _grpCoins = new FLxTypedGroup<Coin>();
87 add(_grpCoins);
88 //map.loadEntities(placeEntities, "Player");
89
90 map.loadEntities(placeEntities, "entities");
91
92 player = new Player(112, 92, this);
93 add(player);
94
95 player2= new Player2(580, 52, this);
96 add(player2);
97
98 // FLxG.camera.follow(player, TOPDOWN, 1);
99
100 bullet_Player1 = new FLxSprite(FLxG.width/2-5, FLxG.height-30);
101 bullet_Player1.makeGraphic(9, 2, FLxColor.WHITE);
102 bullet_Player1.visible = false;
103 add(bullet_Player1);
104
105 bullet_Player2 = new FLxSprite(FLxG.width/2-5, FLxG.height-30);
106 bullet_Player2.makeGraphic(9, 2, FLxColor.WHITE);
107 bullet_Player2.visible = false;
108 add(bullet_Player2);
109

```


I also created coin class and make array of coin class in my play state to take coin in my game.

```
_grpCoins = new FlxTypedGroup<Coin>();  
add(_grpCoins);  
//map.loadEntities(placeEntities, "Player");
```

Here I also made GameOverDisplay.hx in which when the wining condition satisfied then the play state will make object of GameOverDisplay and this file will display who win.

