CMSC 425 Final Project: Battling Blocks

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* The game is set on a 10 x 10 game board
* The objective of the game is to eliminate all enemy blocks
* Each side is given a turn to either move their blocks or choose to attack an opposing block
* The blocks that are originally colored red are the player’s blocks
* The blocks that are colored blue are the enemy blocks
* The game starts on the player’s turn
* The player can place their blocks on any space not already covered by a block
* If the player eliminates all opposing blocks they will be sent to a “You Win!” screen
* If the player’s blocks are eliminated they will be sent to a “You Lose” screen
* The player can also restart the game by pressing the R key on the keyboard
* The player can also quit the game by pressing the Q key on the keyboard
* The player’s blocks can be moved by first clicking on a block with the left mouse button and clicking on an empty spot on the board with the same button.
* An enemy block can be attacked by choosing a block to attack with and targeting an opposing block
* On the enemy’s turn it will randomly choose to either move a block or attack a random block