PROJECT I

Create a three player version of the networked version of the game of Tag.

Submission: You need to use github and have each build and final demo video committed before deadline.

Deadline: 5:00PM, December 18th, 2020

Requirements

* Each player is represented by a coloured circle or polygon (if a player is red he/she should be red on all players’ screens).
* If a player hits the side of the screen you can have either wrap around or bounce
* When they collide, the game entities freeze and the survival time is displayed (“Red lasted 6.52 seconds”)
* Make it so that one of the players is the authoritative host (decides about collisions, what colours people are etc., sets up the game – so players only need to know the host’s address)
* TDD for the project.
* Required Programming Language: C++
* Bonus: Come up with a novel twist for the game (some mechanics that make the game more fun e.g. a pickup where the chaser becomes the chased, players can lay mines etc.) and implement it using message types.