

User's guide to C++ towerfall ascension project

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1 Introduction

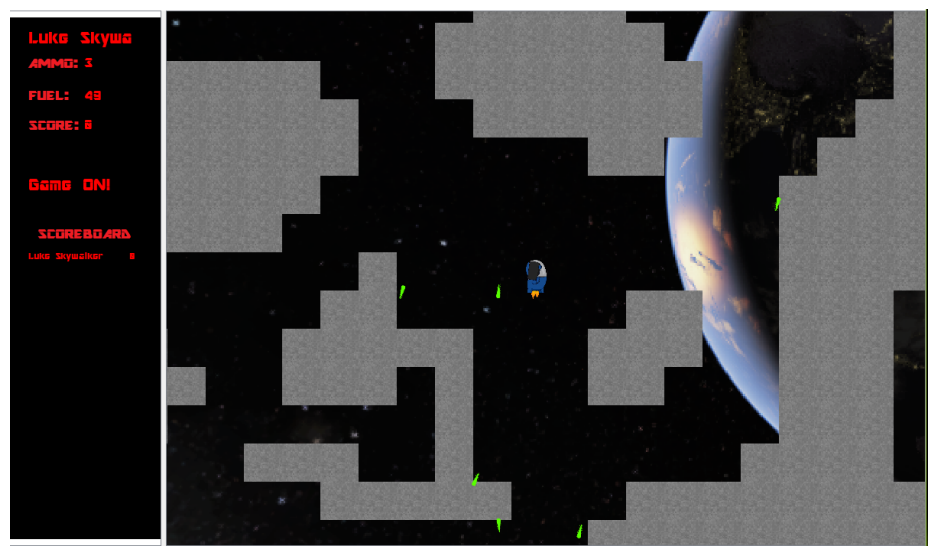


Figure 1: Main view of the game.

C++ towerfall ascension project -game is an online multiplayer 2D shooter platformer game (figure 1). The goal of the game is to hit as many opponents with green projectiles as possible while trying to avoid hitting them yourself. After 5 rounds of hectic combat winner will be the player with most kills.

2 Setting up the game

Before beginning the game players need to do some setting up. In this section we'll tell you what that is.

2.1 Server

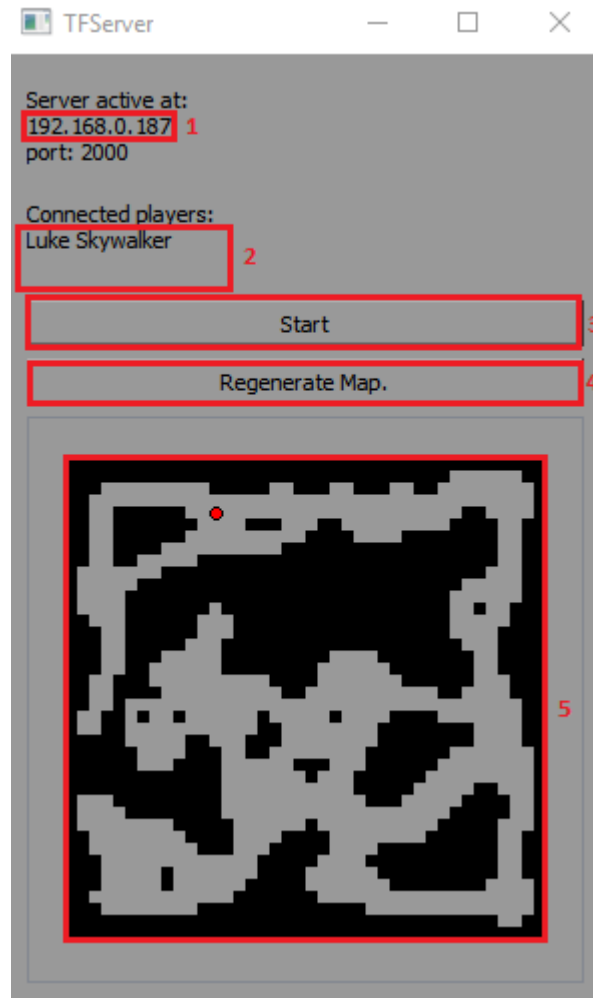


Figure 2: Server's setup window

One of the players needs to be the host. Host is responsible for setting up the server for other players to join in. After the host has executed server program a window should open (figure 2). In this window there are 2 buttons and 3 useful fields of information.

1. Ip address
Host's ip address needs to be shared with all players for them to join.
2. Connected players

Shows the names of all players that have already connected to server.

3. Start-button

Starts the game with current players. Once the game has been started no more players can join the game and button itself turns into pause/continue -button.

4. Regenerate map -button

If players are not happy with current map they are playing they can randomize a new one (this recommended to do before game starts or while it's paused).

5. Minimap

Shows silhouette of current map and position of all players (red dots).

2.2 Client

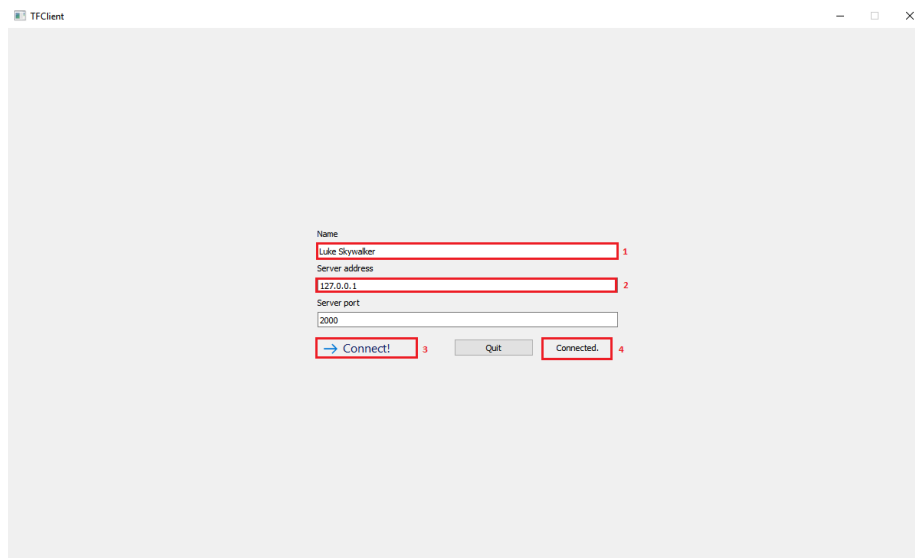


Figure 3: Client's setup window

Whilst only one player needs to execute the server program, all of them need to do it for client program. After executing a connection window should appear (figure 3).

1. Name

Write your name here before connecting(3).

2. Ip address

Write the ip address shared by the host here. Host themselves can use the default

address.

3. Connect-button

Once you have entered your name and server's address you are ready to join the server by clicking this button.

4. Connection status

Shows the current status of your connection. If this says connected you can just wait for the host to start the game.

3 Gameplay

In this section we'll tell you how you'll actually play the game once the set up is done.

3.1 Rules

There are 5 rounds in each match and the winner is the player who gets the most kills during these rounds. Before each round and after each pause there's a three second countdown for each player to get ready. Players can shoot green projectile's which will bounce few times off the wall's before stopping. If player gets hit by a projectile they'll be dead for the rest of the round (figure 4). Player's can move, jump and use jetpack to avoid these projectiles. Ammo and jetpack's fuel are limited but they will regenerate over time. When there's only one player alive the round will end, player's are given new starting positions and a new round begins.



Figure 4: If player gets hit by a projectile they'll be dead for the rest of the round.

3.2 UI

As can be seen from the figure 1 there are two main parts of the UI. Part on the left (infobox) shows player information about the current game state including how much ammunition and fuel the player has, what's their score and the overall score situation in the game. Part on the right is the canvas which shows all the player interactions in the game.

3.3 Controls

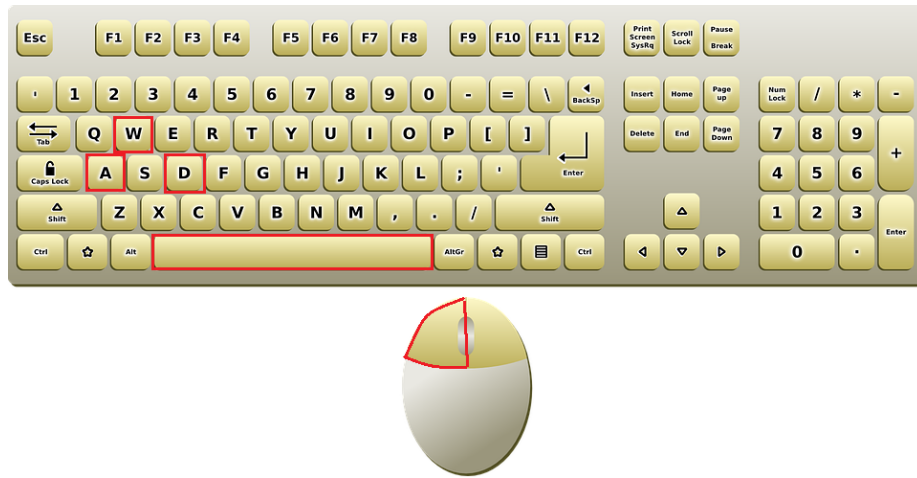


Figure 5: Controls presented on a keyboard

W	use jetpack
A	move left
D	move right
Spacebar	jump
Left mouse button	shoot