T-Rex Run!
Chrome Dinosaur Game

Project Sponsor — Dr. Ryan Meuth
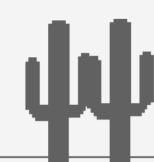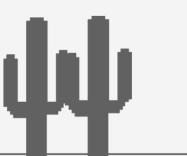
Project Developers — Haoran Lin, Luis Gomez, Wuyi Wang, and Zachary McConaughy
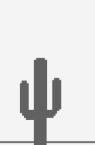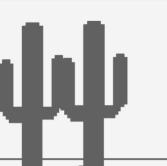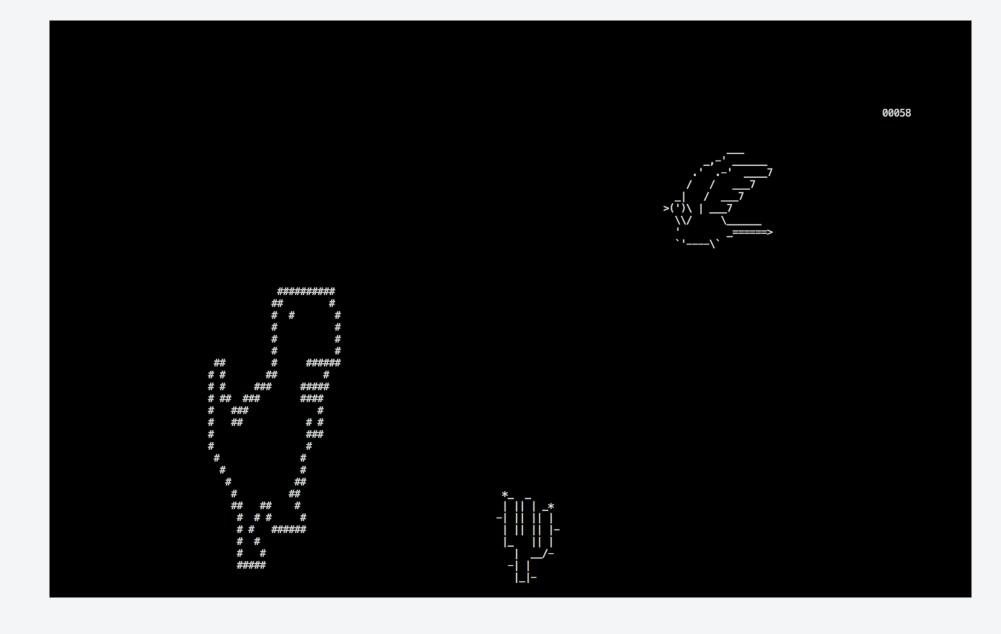
Abstract

The objective of this project was to develop a command-line interface variant of Google Chrome's popular easter egg game, Chrome Dino. The application was developed using the C++ programming language along with the ncurses programming library. In addition to the original game, our project features an easy to use interface and leaderboards system, allowing players to view previous game scores and other various statistics.

Requirements

❖ The underlying game mechanics should closely resemble that of the original.
❖ The application exhibits additional features or functionality that weren't present in the original design.

Design

We'd chosen to write the application in the C++11 programming language for its speed and versatility. The ncurses programming library was used due to our fascination with command-line interface applications such as ncmpcpp and Lynx.

Results

We believe this project turned out to be a complete success. Although our team was unable to implement some of the features we'd originally envisioned, the game looks and behaves very similar to that of the original.

Future Goals

Currently, our team doesn't plan to continue further development of this project, with the exception to minor corrections. However, the project source code can be found on GitHub and we encourage that you check it out!