



IITD Duel

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About the Game

- The game features 2 characters dueling in the IIT Delhi campus.
- When characters are close to each other then they can attack each other.
- The player whose health becomes less than or equal to zero first loses.
- The players move using the arrow keys, attacking is done using the spacebar and healing is done with the h key.



Start Screen

- On opening the game one sees a start screen with an option to host or join.
- The host option is selected by pressing h and join by pressing j.
- The host option must be selected before the join option.

IIT DELHI DUEL

PRESS H FOR HOST
PRESS J FOR JOIN



Gameplay

- During playing, the player can only see the portion of the map close to their character. The character is normally in the center of the screen, but may change when the character moves to the corners.
- When players are in range with each other, i. e. are touching each other they may attack using the spacebar.
- Both characters have the same speed and attack damage.
- When a character passes over the heart, if the h key is pressed they may regain some health.
- It is important to note that a player can see only their health and not the other's.

PLAYER HEALTH IS : 1000

ZANSKAR

RAJDHANI

HOSPITAL

SWIMMING POOL

FOOTBAL



Ending the Game

- When a player's health becomes 0 (or less), a message is displayed on that player's screen saying they lost and on the other's a message is displayed for them winning.
- A few seconds after this, both windows will close.

YOU WIN

YOU LOST



Sound

- The song “Duel of the Fates” plays in the background.
- It can be disabled using the volume keys of the device.
- Credits- Star Wars Episode I Soundtrack (Disney)



Notes

- The game for now only works on the localhost.
- During gameplay a player can only see their own health, so the strategy must be planned accordingly.
- Should one player exit the game early, the game will hang for a few seconds for the other player and will then have to be manually force quitted.



Helpful Resources

- https://lazyfoo.net/tutorials/SDL/16_true_type_fonts/index.php - SDL tutorials.
- <https://fonts.google.com/specimen/Amatic+SC?query=amatic+> - Font used in game.
- <https://deepnight.net/tools/rpg-map/> - for creating images in tileset sprite using this online map maker.
- https://www.freepik.com/free-photo/3d-abstract-background-with-futuristic-particles_8419977.htm#page=2&query=game%20background&position=49&from_view=keyword - background image used in game.
- <https://opengameart.org/content/heart-pixel-art> - for heart sprite.
- <https://forums.rpgmakerweb.com/index.php?threads%2Fmodern-citizen-sprites.117685%2F> - for character sprites used in game.