
COP290: IITD MAZE GAME

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Welcome to IITD MAZE GAME:

Let's introduce you to our 2 players- Mickey and Minnie



MICKEY
(Server)



MINNIE
(Client)

Components of the game:



1. Lives:

This is required for the player to survive the game. Analogous to energy, it decreases just as time passes by and has to be regained from food stalls.



2. Coins:

This is required for the player to spend during the game to get energy, and to go on yulu.



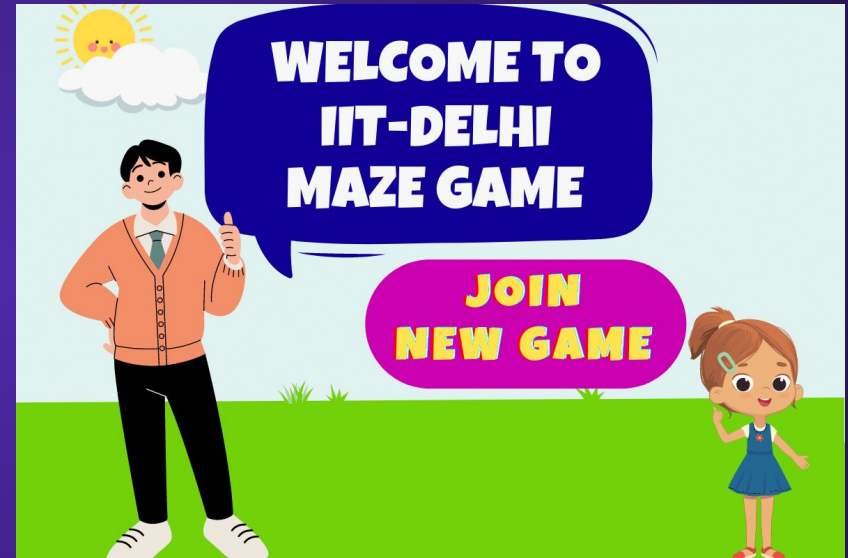
3. Diamonds (Tasks):

This is the main objective of the game, the player with maximum diamonds (task points) at the end of the game will win.

Game Starting Page



FOR SERVER



FOR CLIENT

Rules!

1. The main objective of the game is to complete all tasks and collect diamonds before your opponent.
2. On completing every task, you get a certain number of diamonds (task points). This is mentioned in the top left corner of the window. You need to click on it to avail it.
3. The game ends when a player has completed all tasks.
4. The game also may complete when a player loses all his lives.

When is the game over?

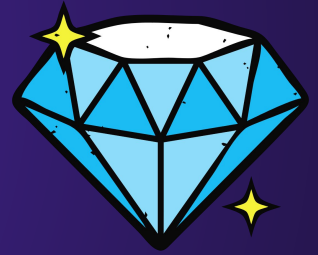
1. The player who completes all tasks and collects all diamonds first wins.
2. The game will be over when the lives of a player becomes 0, in which case the player loses and the opponent wins.
3. If a player leaves, the opponent is declared the winner.
- 4.



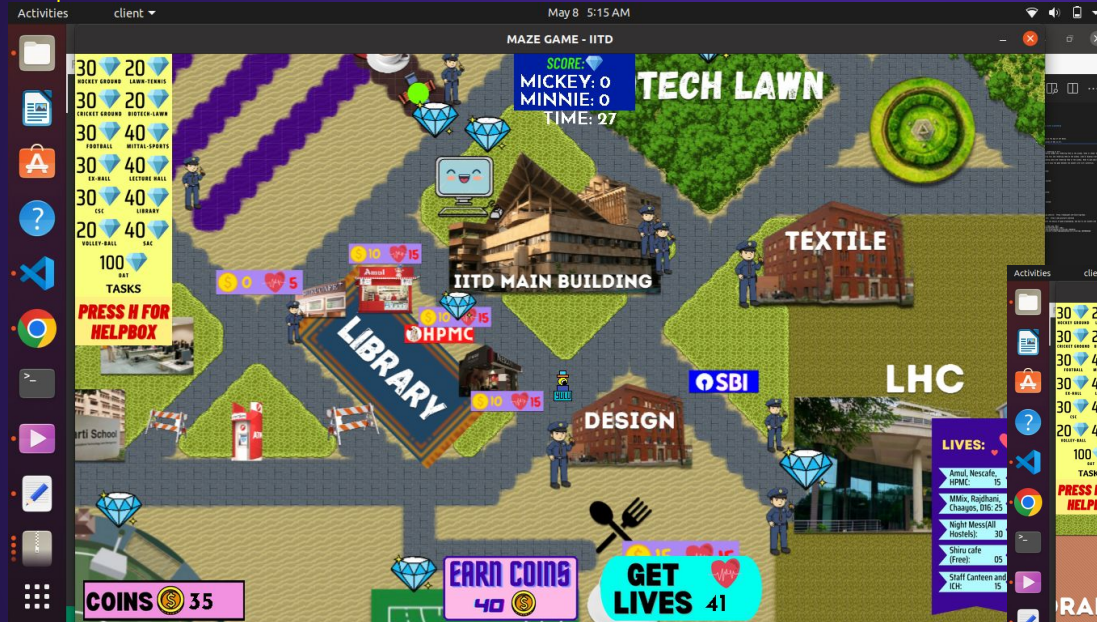
How to complete Tasks?

The main aim of the game is to complete tasks.

1. There are several positions in the map where you can go and claim diamonds which means your task is completed.
2. These tasks represent educational and recreational accomplishments and will take care of your physical as well as mental health.
3. Your aim is to complete the maximum number of tasks in the minimum time, along with preserving a good amount of lives with you.
4. Some tasks have a twist. All the best for that!



Game map:



How to get Lives?

This is required for the player to survive the game. Analogous to energy, it decreases just as time passes by. The game is over when life becomes 0.



1. To get lives, a player needs to spend coins at eateries.
2. To avail coins, go to an eatery and click on the “Claim Lives” button at the bottom of the screen.
3. On eateries, coins spent and lives earned are displayed.
4. For reference of number of lives that you can claim, you can see the table that is displayed on the right-bottom corner



How to get Coins?

1. Player can collect coins from the Axis Bank ATM or SBI.
2. After reaching the ATM or SBI, click on Earn Coins button at the bottom of screen.
3. Collecting money is not as simple as reaching ATM, there is a little catch in this.
4. From ATM, the player may be redirected to some other place. That's a surprise for the player.



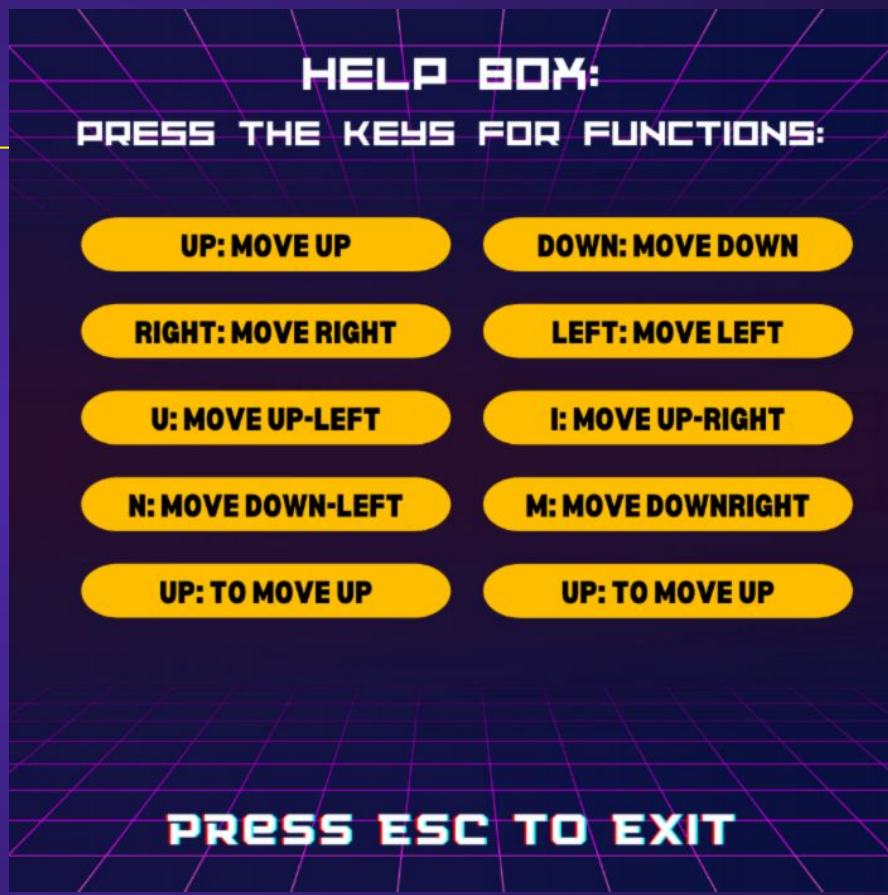
How to increase speed?

1. Player can increase his/ her speed by taking a yulu.
2. Yulu stands are clearly displayed on the map at various locations.
3. The ride can be started and ended only at a yulu stand.
4. To start ride, on your keyboard press S.
5. To end ride, on your keyboard press E.



Help Box

1. Press H for Help Box. This will let you know about the keys
2. Press Esc to continue playing.



When the other player quits...

YOU WON

**BECAUSE THE CLIENT
LEFT THE GAME**



GAME OVER...GAME OVER...GAME OVER...GAME OVER...GAME OVER
GAME OVER...GAME OVER...GAME OVER...GAME OVER...GAME OVER
GAME OVER...GAME OVER...GAME OVER...GAME OVER...GAME OVER