

Our unnamed game has the player controlling a robber moving around a city stealing money. Police are afoot however, as they will attempt to stop the player when a theft occurs. The robbers can fight back by collecting powerups to ward off the police for a short time. Get as much money as you can and play for the high score!

Controls:

W to drive forward

S to drive backwards

A to turn left

D to turn right

B to toggle the debug mode/the editor

When in the debugger

- M switches which map is shown on screen
- O creates a coin pickup at the location of the mouse
- P create a power-up at the location of the mouse

ESC to quit

Due to a lack of time, the game lacks any sort of actual game loop. Instead, player death (either by running into water or an enemy) results in the game quitting. However, high score is recorded and displayed upon next time playing. Additionally, the art isn't very clear so a key is supplied here:

The orange poorly draw car is the player

The blue arrows are the enemies (police)

Blue - water (results in player death upon collision)

Gray - walls (the player bounces off in reverse)

White - bridges into the sewer (enter one of these to enter the other level of the city)

Small yellow circles are coins (collecting one of these increases score but makes the enemies path to your most recent node position)

Large yellow circles are powerups that cause the enemies to flee from the player

All files should be included in the zip file. Just start the solution, compile, and you'll be all set!

Latest commit can be found here: <https://github.com/Telden/EGP-410-AI-Final.git>