



BO - HUB

B-INN-000

EPIARCADE

Créer un jeu sur l'arcade



**EPI
ARCADE**



EPIARCADE

REQUIREMENTS

ALLOWED PROGRAMMING LANGUAGES / GRAPHICAL LIBRARIES

everything that is installable on the last stable version of **Debian**.

ARCADE MACHINE SPECS / DEVICES

- CPU Intel **J4125** 2.7 GHz with Intel Graphics 600
- RAM **8Go** of LPDDR4
- Screen size of **1680 x 1050 (16:10) @60Hz**
- 2 joysticks / 12 buttons

WHAT IS IT ?

The epiarcade is a way for Epitech students to create and “publish” their own games, so others students can play it. Once a day, every student earn a credit (not ECTS :D) to play on the arcade. Just have to pull out your student card and BEEP it !



RULES

- Your game must be a **scoring game** => the player(s) should have the desire to play again to improve its score.
- You must code a **SOLO** or **DUO** game (or both).
- Your game **must not** contains any menu or settings.
- The gamemode ("solo" / "duo") has to be chosen with the 1st argument sent at the launch to the program. (ex: ./my_epiarcade_game SOLO)
- The player must enter the game directly at the start of program.
- The program must exit at the end of the game, we encourage you to code an "end screen" displayed during a few seconds before exiting the program.
- The score must be printed in the standard output when the program stops.
standard output content (respect this format):

```
epiarcade:[{"login":"player1@epitech.eu", "score":"42"}, {"login":"player2@epitech.eu", "score":"84"}]
```

DELIVERY

Create a repository and name it as your game title, then create two files `config.yaml` and `scoreboard.yaml`.
config.yaml content (copy/paste and fill):

```
EXECUTABLE_PATH: "" # EXAMPLE : 'pacman' or 'bin/pacman'
LANGUAGE: "" # C, C++, python, C# ...
VERSION: "" # Version of your game
GAMEMODES: [] # ["solo"] or ["duo"] or ["solo", "duo"]
```

scoreboard.yaml content (only copy/paste)

```
SOLO: # - username: Bobby score: 42
DUO: # - username: Bobby score: 42
```

You'll have to install everything you need on the EPIARCADE in the HUB with the allowance of a pedagogical member.

If you mind getting HUB XP thanks to your game, you must firstly speak about it with a pedagogical member.



RESOURCES

As your game must be accessible, you can find some assets describing inputs, controls and others stuff by this link: [Epiarcade Assets](#).

To test the inputs, you can try to plug one or both joystick(s) to your computer. Here are some input tester in different languages: [Epiarcade Input Tester](#).