



COP290 Assignment 2

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Assignment Overview



The following features were successfully implemented:

- 1) Random Maze generation - Tetris Algorithm
- 2) Tunnels
- 3) Sockets (Server and Client)
- 4) Anyone from any PC can play
- 5) 2-Player game (2 side by side screens)
- 6) Audio effects
- 7) Ghost frightening
- 8) Ghost Chase Algorithm
- 9) Dynamic Sprites: These Sprites are animated and move with gameplay
- 10) Bonus: Added Single Player Mode (No Internet? No problem!)

Rules

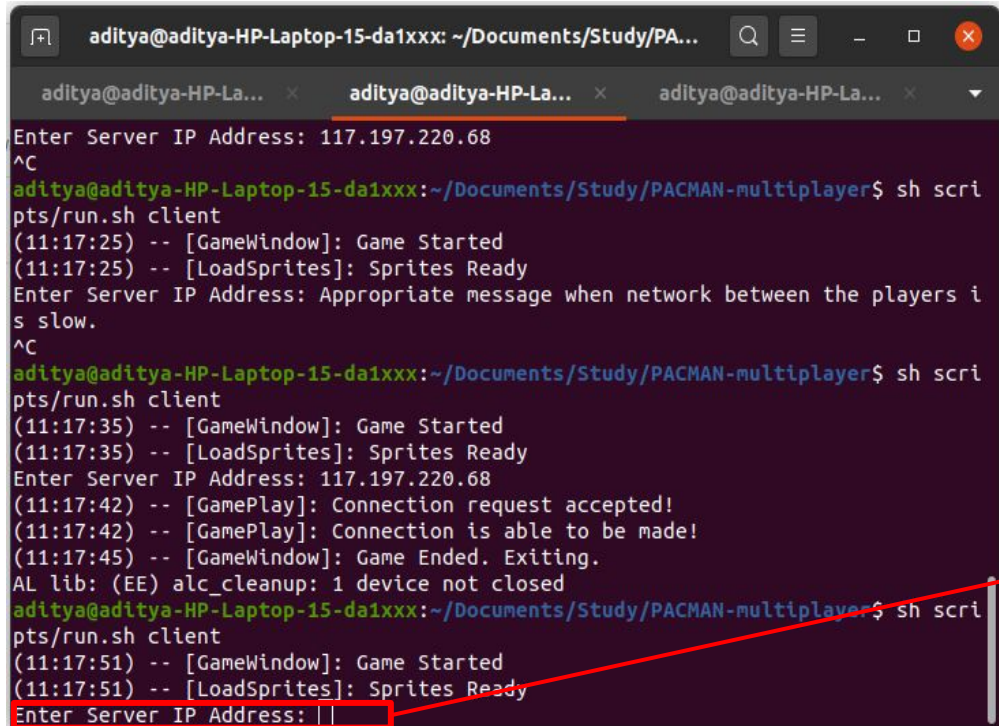
- 1) You can move pacman using left, right, up, down keys on keyboard.
- 2) You can start the game, only if both players are connected to server.
- 3) Your game restarts immediately, if your pacman dies.
- 4) Game will end after 60 sec.
- 5) Who score more points is the winner.
- 6) Points:
 - a) Normal Petters - 1
 - b) Power Pellete - 5
 - c) If you eat frightened ghost - 50
 - d) If you get eaten - (-100)

Title Window

This window appears, once you start the game



Connect with Server

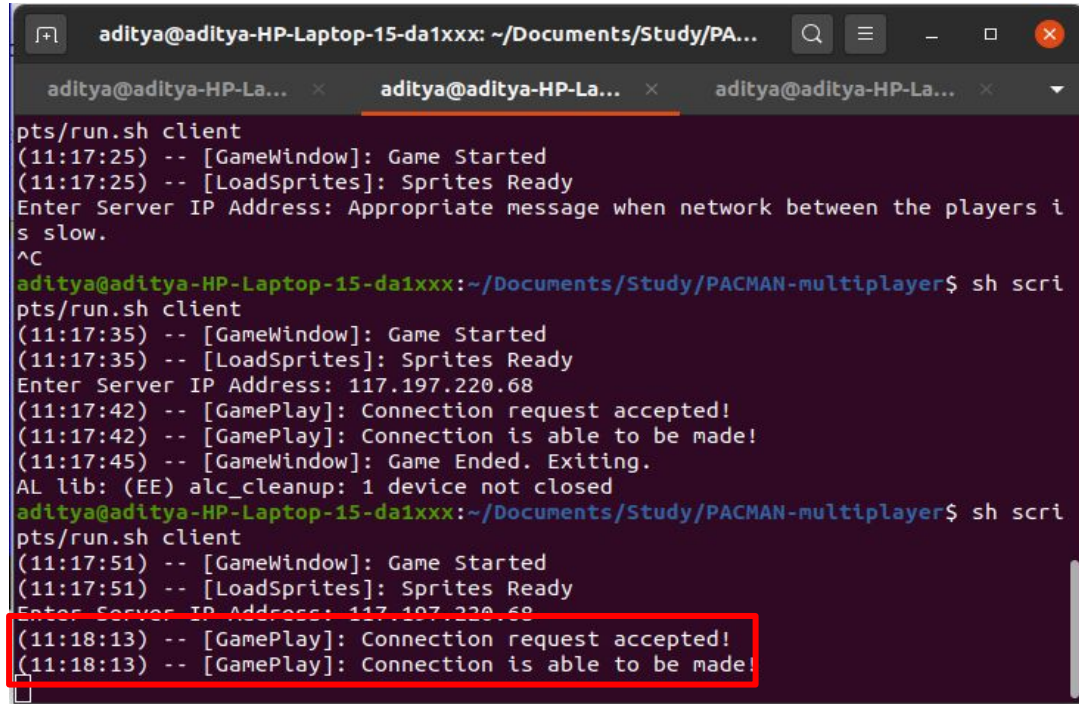


```
aditya@aditya-HP-Laptop-15-da1xxx: ~/Documents/Study/PA...
aditya@aditya-HP-La... x aditya@aditya-HP-La... x aditya@aditya-HP-La... x
Enter Server IP Address: 117.197.220.68
^C
aditya@aditya-HP-Laptop-15-da1xxx:~/Documents/Study/PACMAN-multiplayer$ sh scri
pts/run.sh client
(11:17:25) -- [GameWindow]: Game Started
(11:17:25) -- [LoadSprites]: Sprites Ready
Enter Server IP Address: Appropriate message when network between the players i
s slow.
^C
aditya@aditya-HP-Laptop-15-da1xxx:~/Documents/Study/PACMAN-multiplayer$ sh scri
pts/run.sh client
(11:17:35) -- [GameWindow]: Game Started
(11:17:35) -- [LoadSprites]: Sprites Ready
Enter Server IP Address: 117.197.220.68
(11:17:42) -- [GamePlay]: Connection request accepted!
(11:17:42) -- [GamePlay]: Connection is able to be made!
(11:17:45) -- [GameWindow]: Game Ended. Exiting.
AL lib: (EE) alc_cleanup: 1 device not closed
aditya@aditya-HP-Laptop-15-da1xxx:~/Documents/Study/PACMAN-multiplayer$ sh scri
pts/run.sh client
(11:17:51) -- [GameWindow]: Game Started
(11:17:51) -- [LoadSprites]: Sprites Ready
Enter Server IP Address: | |
```

Enter Server IP
Address here and hit
“Enter”

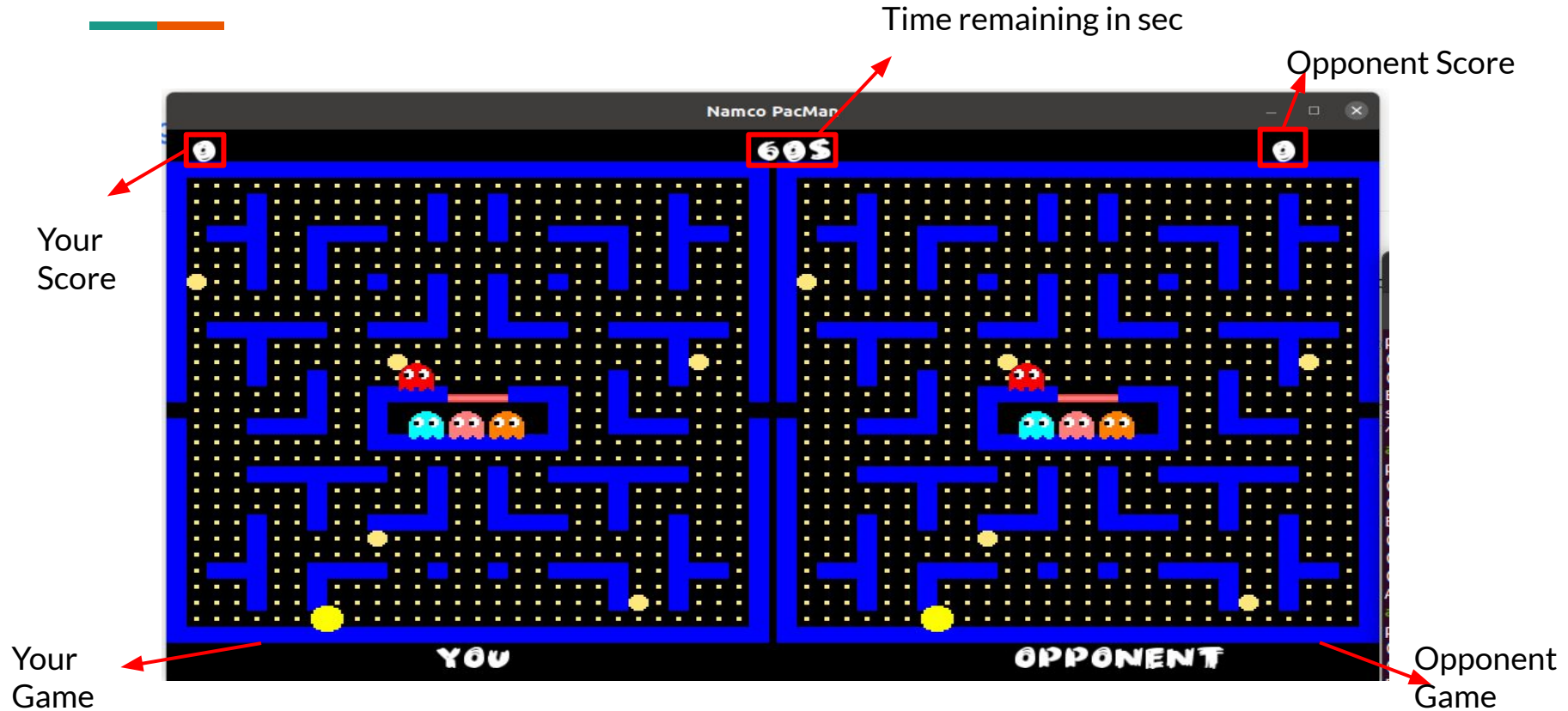
Successful Connection to Server

You'll get a message on terminal, once you connect to the server.

A screenshot of a terminal window on a Linux system. The window title is 'aditya@aditya-HP-Laptop-15-da1xxx: ~/Documents/Study/PA...'. The terminal shows the execution of a script 'pts/run.sh client'. The script outputs several status messages: '[GameWindow]: Game Started', '[LoadSprites]: Sprites Ready', and a prompt 'Enter Server IP Address:'. The user enters '117.197.220.68'. The script then outputs '[GamePlay]: Connection request accepted!' and '[GamePlay]: Connection is able to be made!'. These two lines are highlighted with a red rectangle. The terminal also shows some error messages from the 'AL lib' library.

```
aditya@aditya-HP-Laptop-15-da1xxx: ~/Documents/Study/PA...
pts/run.sh client
(11:17:25) -- [GameWindow]: Game Started
(11:17:25) -- [LoadSprites]: Sprites Ready
Enter Server IP Address: Appropriate message when network between the players i
s slow.
^C
aditya@aditya-HP-Laptop-15-da1xxx:~/Documents/Study/PACMAN-multiplayer$ sh scri
pts/run.sh client
(11:17:35) -- [GameWindow]: Game Started
(11:17:35) -- [LoadSprites]: Sprites Ready
Enter Server IP Address: 117.197.220.68
(11:17:42) -- [GamePlay]: Connection request accepted!
(11:17:42) -- [GamePlay]: Connection is able to be made!
(11:17:45) -- [GameWindow]: Game Ended. Exiting.
AL lib: (EE) alc_cleanup: 1 device not closed
aditya@aditya-HP-Laptop-15-da1xxx:~/Documents/Study/PACMAN-multiplayer$ sh scri
pts/run.sh client
(11:17:51) -- [GameWindow]: Game Started
(11:17:51) -- [LoadSprites]: Sprites Ready
Enter Server IP Address: 117.197.220.68
(11:18:13) -- [GamePlay]: Connection request accepted!
(11:18:13) -- [GamePlay]: Connection is able to be made!
```

Initial State



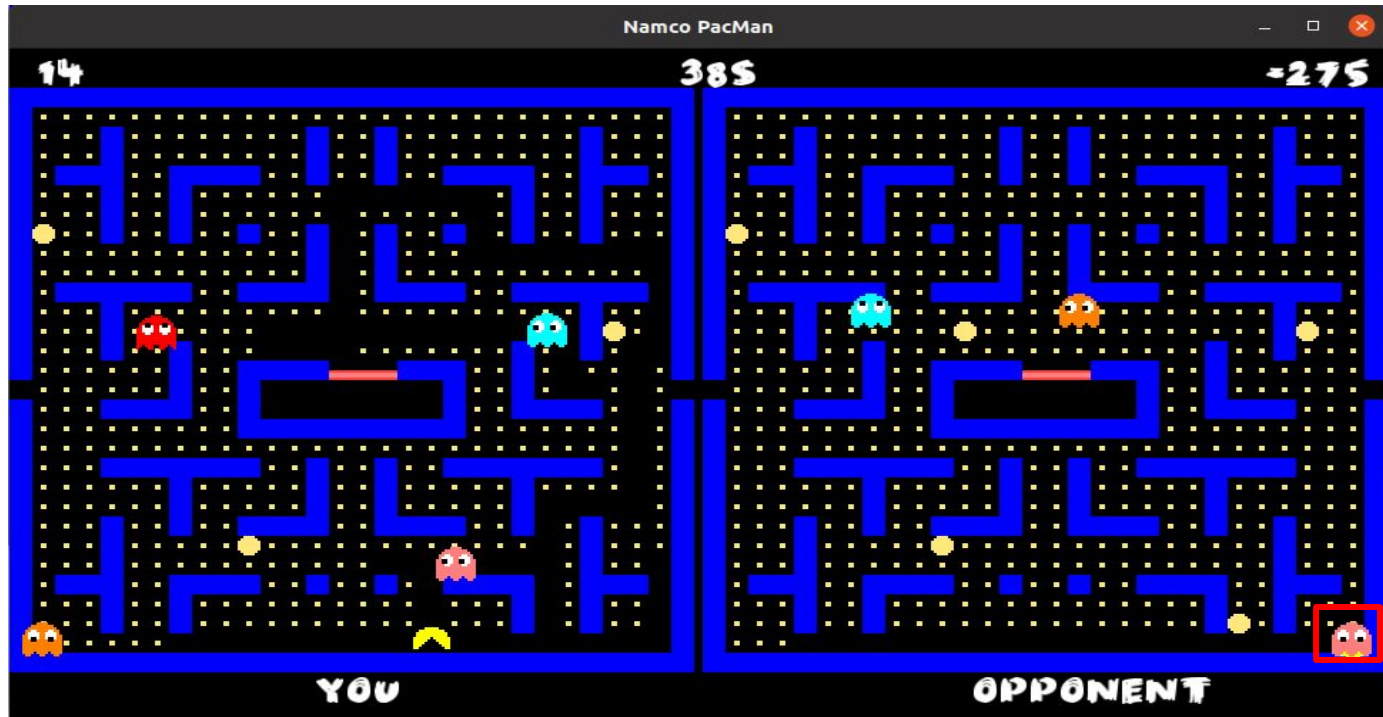
Game Start - Only After two players are connected

You can't play the game unless the second player is connected to the server! Once he is connected, start playing:



Don't waste time, Even if pacman dies!

Your game restarts if your pacman dies.



Keep an eye on time!



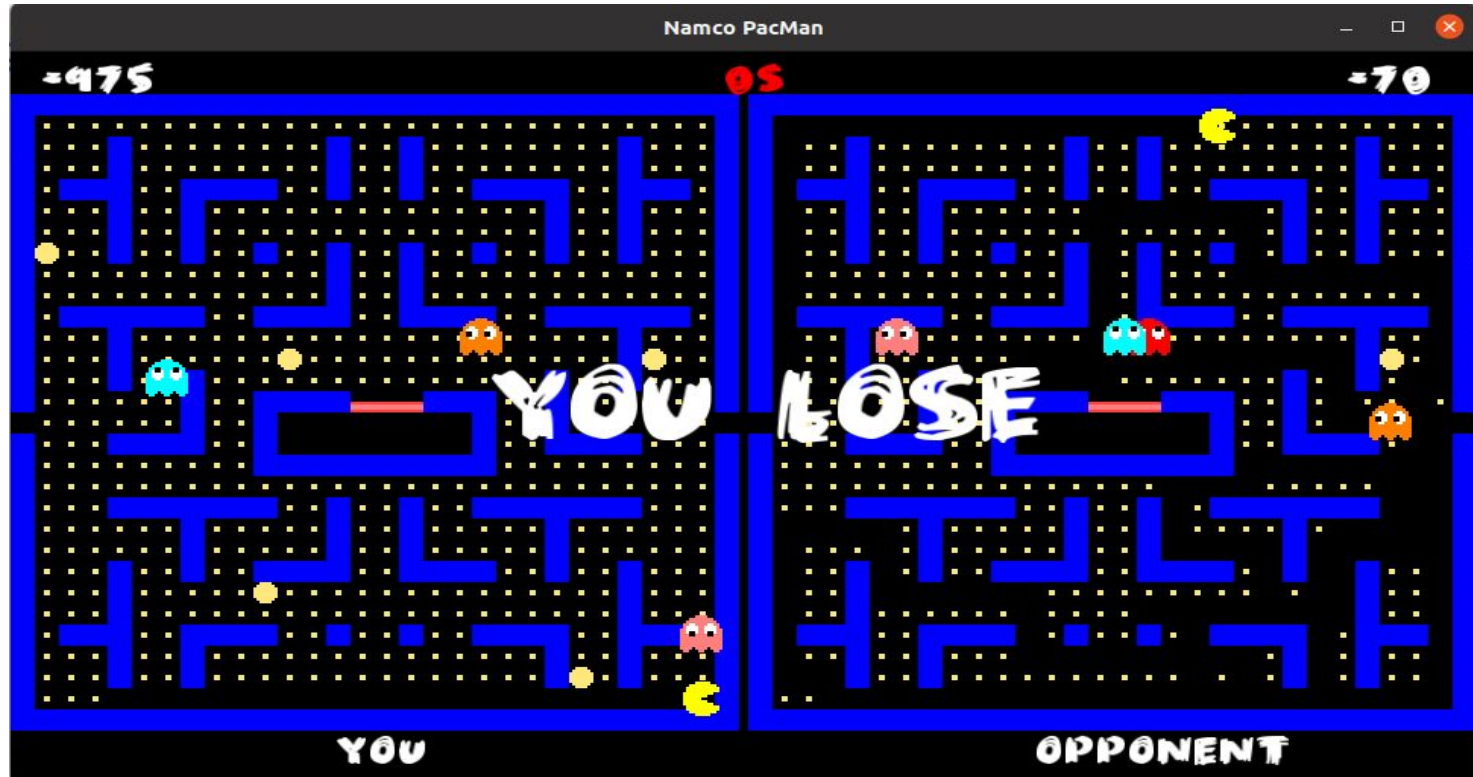
Time turns red, if less than 10 sec is remaining



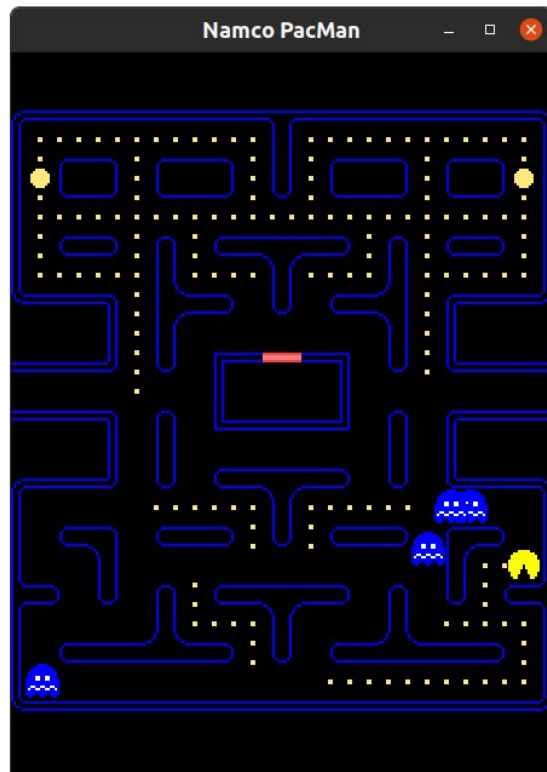
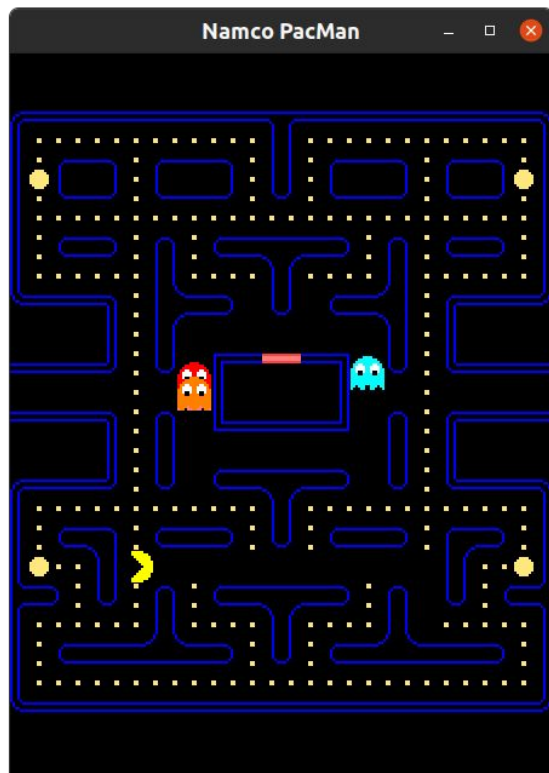
Congratulations! You Win



Better Luck Next Time!



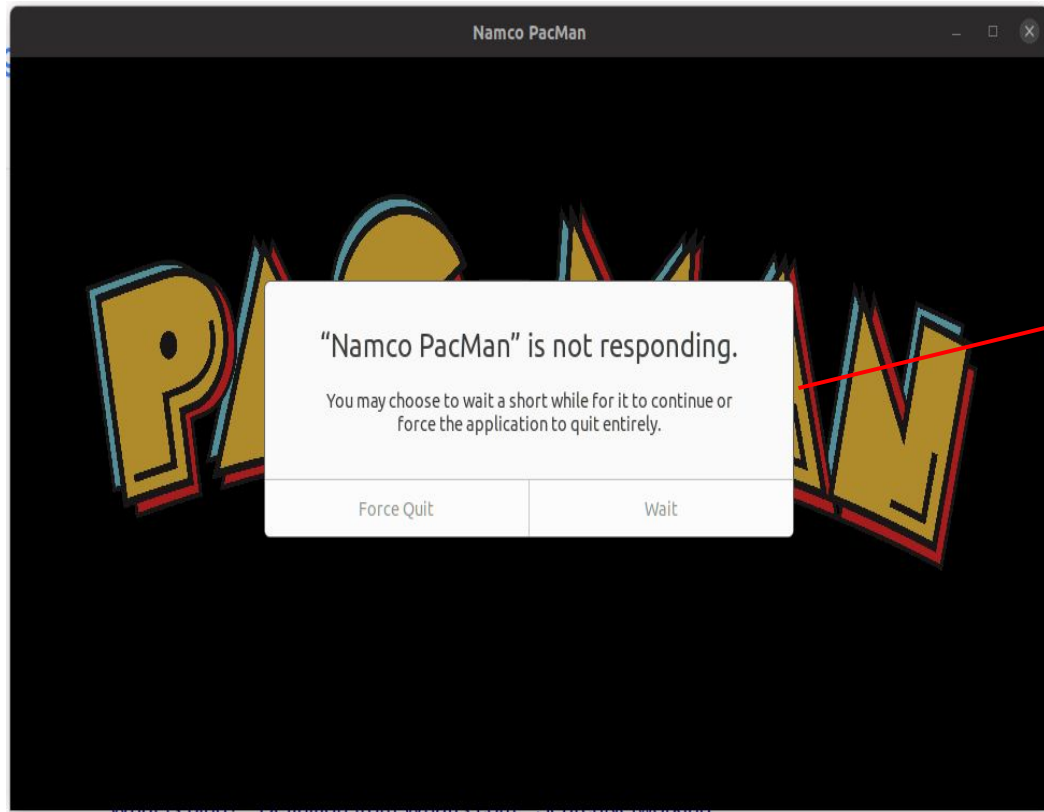
Bonus: Added Single Player Mode (No Internet? No problem!) Rules stay the same in the classic Namco PacMan





Thank you!

Appendix: Don't Panic!



Don't Panic if you see this warning while entering server IP address! Hit "Wait".