

Lab-Chase

Program description:

The goal of this game is to survive longer than the other player. In order to accomplish that task, you must prevent the front end of your trail of light from crashing into other entities (the enemy player, the edge of the map, or the trails left behind by your or the opponent's). If you crash into any of the previously mentioned entities, you will lose the game. The front end of the trails is also equipped with a boost which allow for a brief period of faster speed. Boosts may be used as many times as desired with a short charge time in between.

Devices used:

- Timer: keep a fixed frame rate and count the time spent in the game. The timer will be used with interrupts.
- Video Card: Display the game.
- Keyboard: movement of the front end of the lighttrail. The keyboard will be used with interrupts.
- Mouse: selection of the menu options.
- Serial Port: allow multiplayer mode (players in different computers).

Weekly milestones:

- First week (Timer, Video Card, Keyboard):
 - Map the keyboard keycodes to characters.
 - Set up drawing of the elements of the game.
 - Collision detection.
 - Game implementation.
- Second week (Mouse, Serial Port):
 - Set up the menu.
 - Set up the mouse.
 - Implement the business logic to click on buttons.
 - Start working in the serial port module.
- Third week (Serial Port):
 - Finish serial port.
 - Project's final touches.

Class 5, group 2

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